

## Whoa! Check It Out! A Book About Me!

Of course, this should come as no surprise. After all, I'm Bubsy Bobcat, the face of the '90s. It's only natural that people would want to know more about me and my adventures in *Claws Encounters of the Furred Kind*.

Become the Bubsy expert in your neighborhood! Just think—YOU TOO could become popular and famous by knowing my special game secrets! (Hide the book and everyone will think you're really cool.)

Here's some of the stuff you'll find inside:

- Chapter maps—now you'll know exactly where to find things like T-shirts, caves, mid-chapter marks, and much more!
- Quick help tips in the front of the book.
- Bubsy's own maneuvering tips.
- Step-by-step personal playing instructions—in the famous Bubsy style, of course.
- Plenty of my famous Action-shot pictures—they caught me at some of my greatest moments.

And look who they got to write my story: Donald McCrary. My buddy Don has written books on some other great games, including *Conquering Zelda Adventures* and *Castlevania, the Official Hint Book*.

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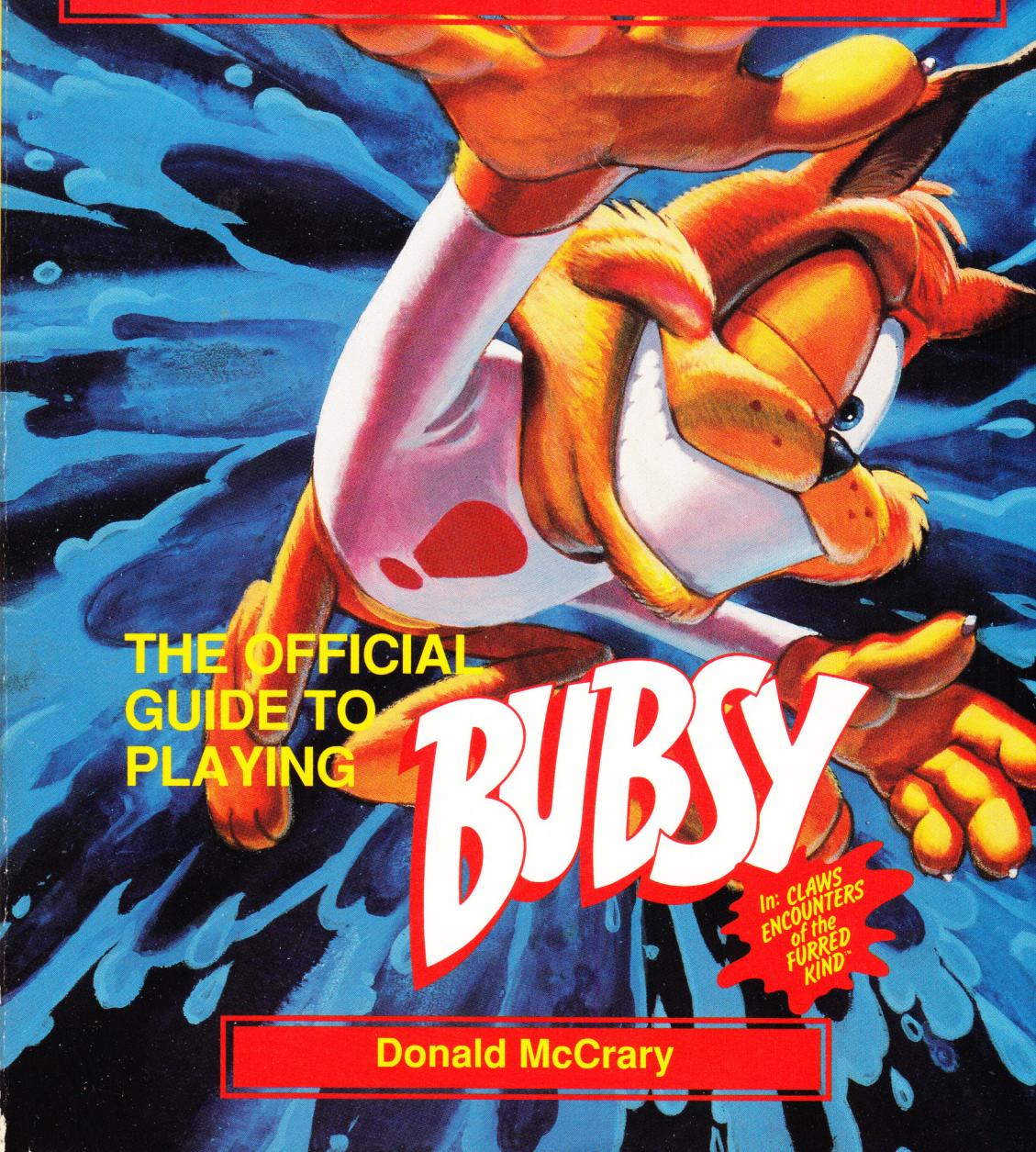


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Bubsy Bobcat's Totally Authorized Answer Book McCrary

COMPUTE  
BOOKS

# Bubsy Bobcat's Totally Authorized Answer Book



Donald McCrary

# Bubsy Bobcat's Totally Authorized Answerbook

Donald R. McCrary



**COMPUTE** Books  
Greensboro, North Carolina

## Acknowledgments

Well, they did it again. *Bubsy* was a real family effort. All the kids pitched in and used their dexterity talents to nip away at the tough parts. Steve was the very first to punch through to the game's end, and returned again later to help with all the Boss smashing. Then, Kristin and Laura pitched in to help with the endless replays and editing tasks. Later, Kristin developed into a great mapmaker. Of course, last but not least, my wife Nancy gave her best sideline cheers—as usual! Thanks family!

To Accolade and COMPUTE, thanks for the opportunity to work with a great new hit.

Editor: Pam Plaut

Interior Design: The Roberts Group

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## Introduction

### What Kind of Game Is This?

Arcade—NOT! This isn't just any arcade game! It's clearly a generation beyond any Super Mario. *Bubsy* has added real personality to the game's character. Of course—the 16-bit system has both exceptional 3-D and musical effects!

<b>Players</b>	1 or 2
<b>Pause</b>	Yes
<b>Restart</b>	Codes for every 3rd chapter
<b>Ages</b>	All

### How to Use This Book

So, you're having trouble—or you just want to know secret hiding places for super power items! Whatever the reason, you can use this book for just a little help, or read the play-by-play description for a detailed walk-through of any chapter.

For just a little help, locate the appropriate chapter maps. The maps will give you an overall path view, and also provide locations of many of the special power shirts. Also, browse through "Bubsy's Favorite Tricks" to make sure you're not missing one of Bubsy's famous cat stunts!

For more detailed playing help, take my special play-by-play instructions for any chapter that's giving you trouble. There are many ways to hop through each chapter. I'll show you MY path!

### The Bubsy Story (It will give you the Woolies!)

Look, since I'm the hero of this story, I'll tell it my way. Here's how it really happened.

It all started on the day our Earth was invaded by outer space creatures called the Woolies. They came from the planet Rayon and were led here by a two-headed freak, Poly and Ester. They came to plunder all of MY yarn balls! Can you believe it! MY private collection was threatened! Well, they caught me while I was taking one of my RARE catnaps and vacuumed up every single yarn ball I owned. If I hadn't been asleep, they wouldn't have had a chance!

Of course, they didn't know what kind of cat they had taken on! Now it's my turn to attack. We'll track them all over the country. Stomp out every last Woolie creature, and take back every single fiber of every yarn ball. Then, we'll find their space ship and teach their leader (Poly and Ester) a few of my own CATankerous tricks. Well, what are you waiting for? Let's go!

### Game Play Description

Get set to develop some new controller dexterity skills. You'll have to learn how to rock your fingers around the controller for special hop-and-glide moves.

There are 15 chapters, plus the final boss level at Chapter 16. The first 15 chapters are grouped into sections of three. At the end of each third chapter, you'll receive a restart code, and begin the next series with a new scene episode (Village, Carnival, Canyon, River, and Forest). At the end of

each series, you'll face a tricky Boss Woolie. Finally, Chapter 16 takes place on board the Woolies space craft! Finish off the Main Woolie (Poly and Ester) and you win!

Like any cat, I have nine lives! If you get all of them stomped out before you complete a series of three chapters, you'll have to begin the series again. Remember to write down the series code when you complete each third chapter.

### Time of Play

Be sure to find a comfortable place to park your tail. You're going to spend tens of hours to complete this challenge (and even longer if you like to thoroughly explore the maps). Like any sport or game involving split-second timing, you'll need to be at your physical and mental best to meet the test. Be sure to take a catnap if your reflexes slow down. Otherwise, Woolies can be very frustrating! Believe me—I've had my share of trouble with some water ponds and a few of these ridiculous Woolies.

Part I

Bubsy's  
Favorite Tricks

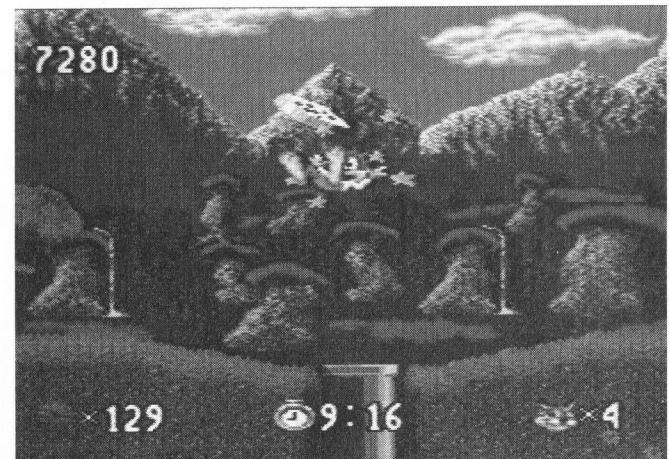


## Bubsy's Favorite Tricks

Take a quick look below so I can show you my favorite tricks for moving around the countryside and stomping out Woolies. This section will show you some of the special talents I've developed. (It's hard to be modest when I'm so good.)

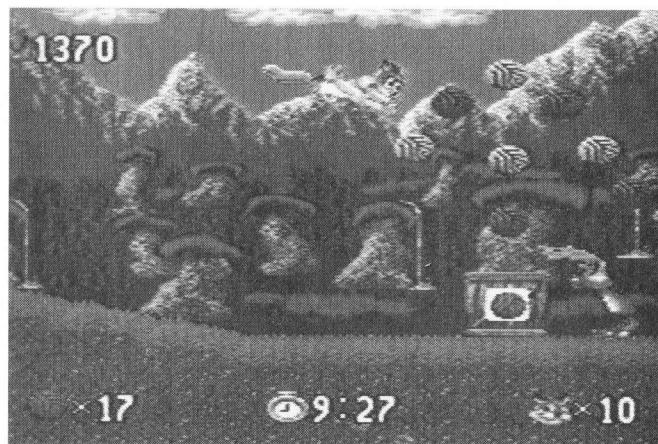
### General Tips

It takes time to learn where all your problem areas are located. Be prepared to replay the same chapter several times before you conquer it easily.



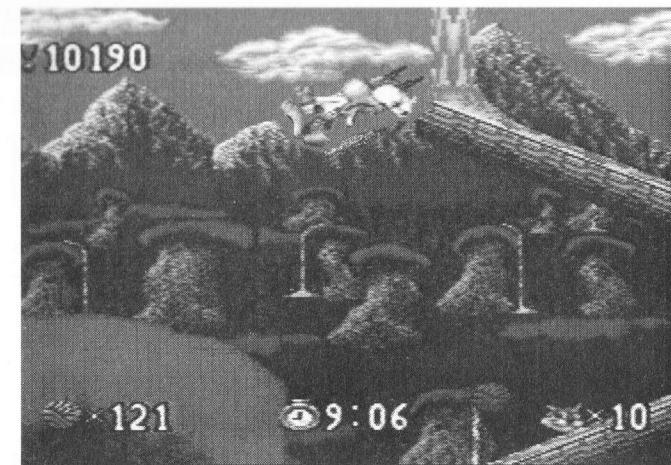
RATS! That stupid thing got me again!

**Hop, Glide, and Stomp**—That's my favorite Woolie-stomping move. If I'm in my best gliding form, when I approach a Woolie, they won't have a chance to get me. To do this move, just rock your thumb from the A to the X button. Then hold down the X button and steer with the direction controller.



Let's play POP goes the Woolie!

**Glide from Heights**—The word FEAR is NOT in my vocabulary! When falling from high places, just press the X or Y button to glide into a soft landing.



Who put this picture in here? That's NOT me!

### Tips for Chapters 1 to 3

**Tree Jumping**—This is one of my favorite pastimes. Just hop up onto the tree branch and watch what happens. Push the A or B button for an extra high jump. Note my flawless form—and don't believe any of those nasty rumors you've heard—I've NEVER been stuck up in ANY tree!



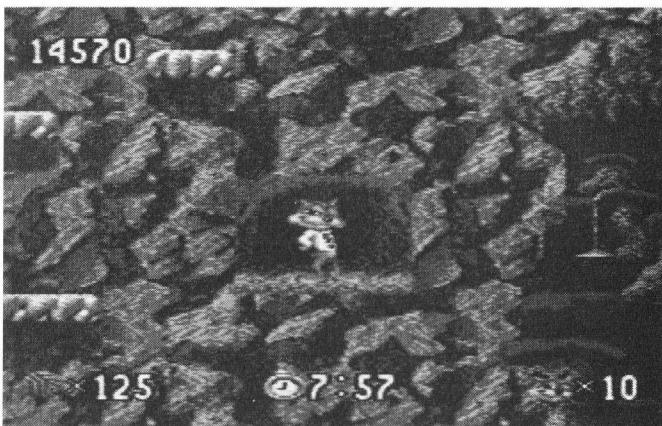
Jumping on tree branches has its high rewards.

**Manhole Covers**—Take your pick! You can stand on the lid and take a ride up or jump in and explore the tunnels below. I'd take a good look down before jumping in.



Use a manhole cover to give your jump a little lift.

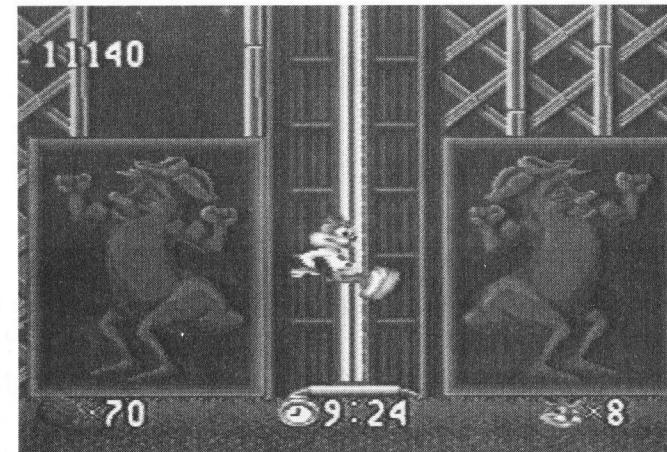
**Caves**—Did I ever tell you about the days when I was an expert spelunker expedition leader? Oh well, that's too long a story to begin now. So, getting back to business at hand, I'd advise you to enter any cave you find. Most will warp you to other locations. Others will lead you to treasures of yarn balls.



A dark cave must be hiding something!

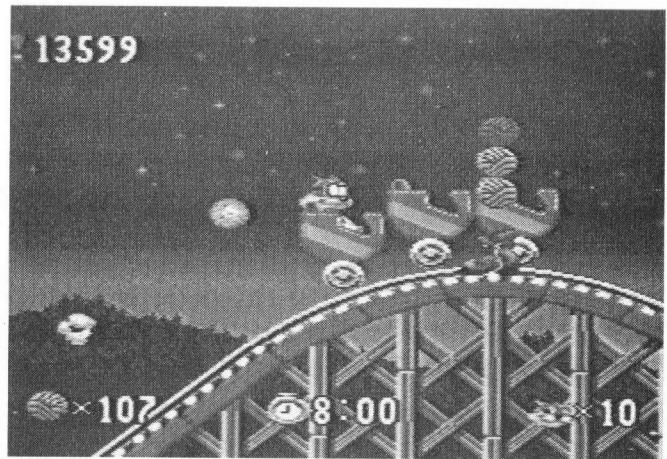
### Tips for Chapters 4 to 6

**Jumping Pads**—This one of the reasons I get all the really big contract deals. Only I, Super Bubsy, can get a jump this high from the strong-man pads. My secret is to jump from either of the platforms next to the pad and push the A button just as I land. Try it; you'll have a blast!



Push the A button just as you land.

**Roller Coaster Rides**—Only the coolest cats hold up their hands on this ride (push up on the controller). If you do, you'll pick up some yarn balls and look great at the same time!



I know, I know—you don't have to keep telling me how cool I look.

**Rocket Rides**—Only the bravest of cats will take this high rocket ride. You'll need to use the rocket rides to find the highest secrets in these chapters. Stay on the ride for a while; it will move around and around.



Sit down and enjoy the ride for a while.

### Tips for Chapters 7 to 9

**Railroad Car Rides**—Each of these chapters begins with a train ride. You'll have to hop and glide over the car tops from the caboose to the engine. At the engineer's station, jump up and trip the switch to stop the train. Then you begin your journey into the canyons.

Don't step on anything sharp. That includes horn toads, tacks, cattle skulls, and, of course, cactus.



Don't step on these ugly toads.

Always explore every railroad car; you can pick up a few 1-Ups before jumping into the canyons. Also, try hopping off the giraffes' heads. Use a little A button for extra height and you'll find treasures above.



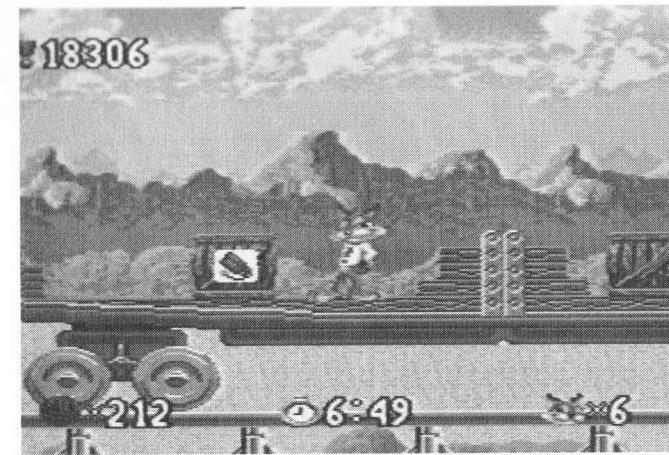
**Giraffes make good jumping platforms!**

Explore all the prairie dog holes for buried bonus items.  
Any animal with that kind of name is a cat's enemy!



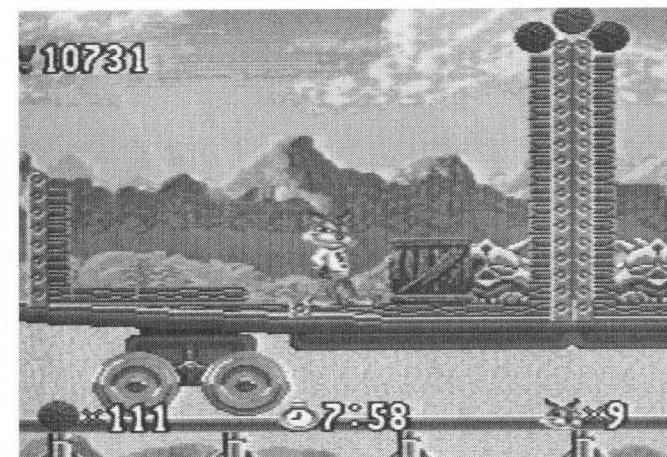
**Prairie dogs stomp just as well as Woolies.**

Use the dynamite boxes to get a real lift! WOW! There's usually something good at the top of the dynamite blastoff!



**Try stepping on one of these boxes for a real ride!**

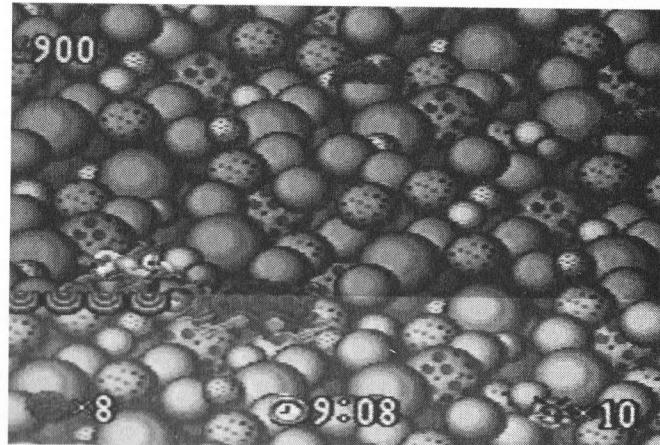
Put those old boxes to good use. You can push them around to cover up horns and stand on them for a little better jump. You'll find a few more in the canyon caves.



**Push the boxes around to cover up the uglier creatures of the world.**

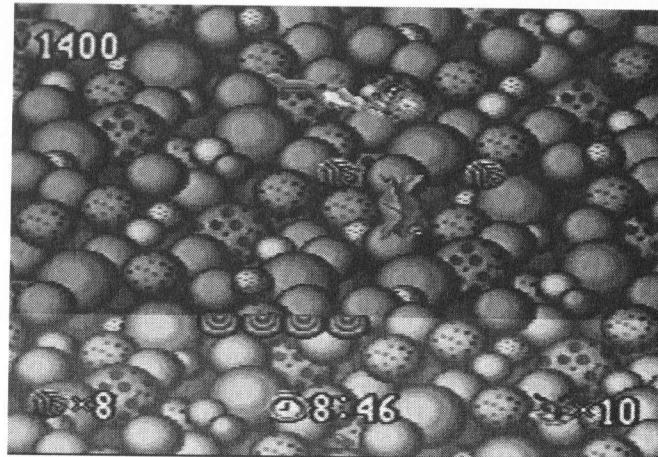
## Tips for Chapters 10 to 12

There's always some dumb animal around trying to push your raft the wrong way. Just jump on him and he'll pop away!



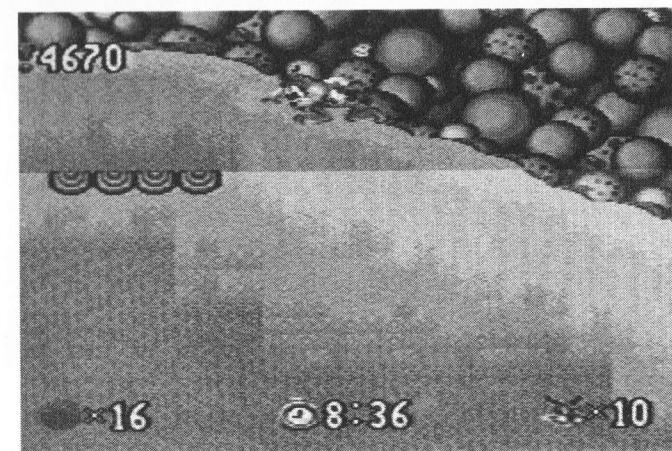
To reverse the direction of the raft, stomp on the ugly thing that pushes.

Things that slither or jump out of the water can't be any good, so jump on them!



Jump or glide into all the creatures that are in the water.

Waiting, waiting, waiting! If I had my own boat I wouldn't have to stand around and wait for the rafts.



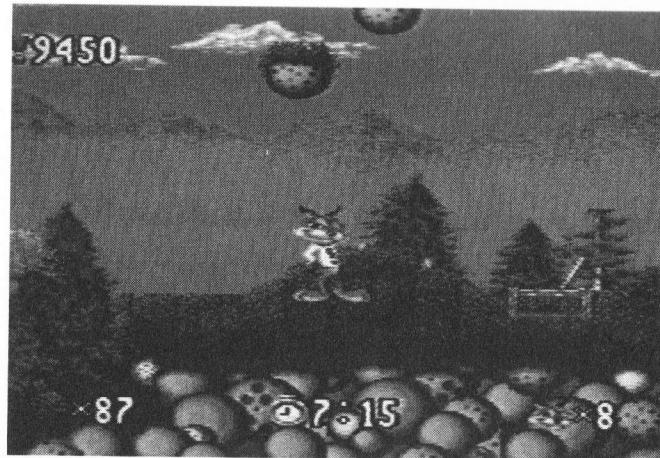
Wait anywhere by the water, and a raft will appear.

Sharp tree stumps can be dangerous! Don't land on any!



Don't jump on those pointed tree stumps! They hurt!

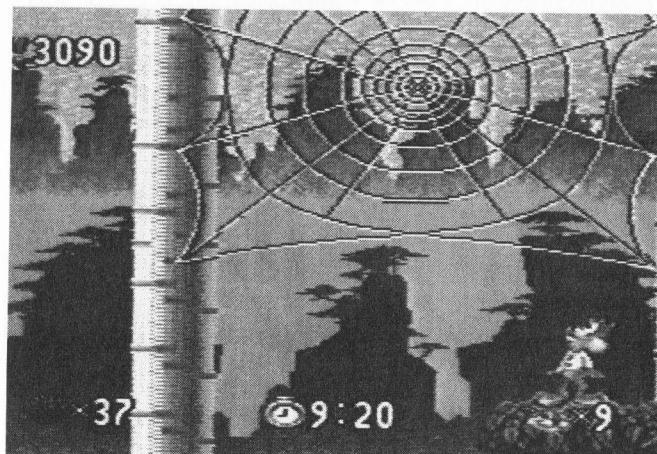
Water levers are very useful items. They'll drain rivers and change the direction of geysers.



**Use the water levers to drain the river. Others only reverse the direction you flow over geysers.**

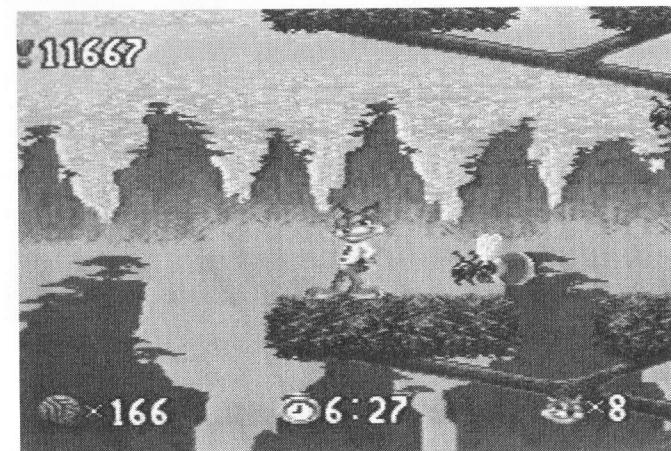
#### Tips for Chapters 13 to 15

Most everyone avoids spider webs, EXCEPT the braver ones like ME! Jump onto them and take a spring up!



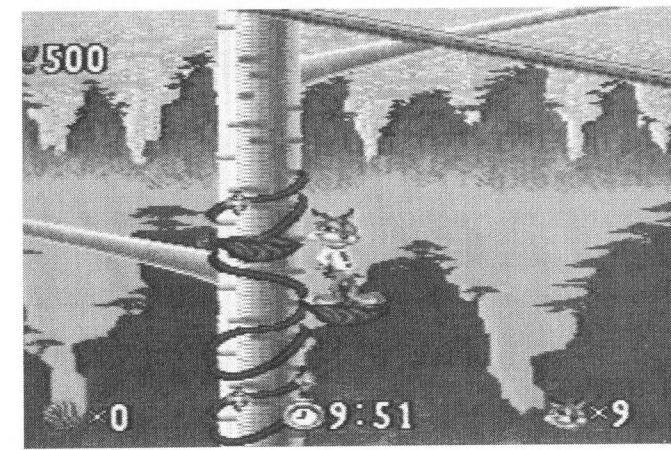
**Spider springs make great trampolines.**

All right, who forgot to call the exterminator! There are more bugs and bees around here than I can stand! Oh well, I'll just have to glide and jump onto them myself.

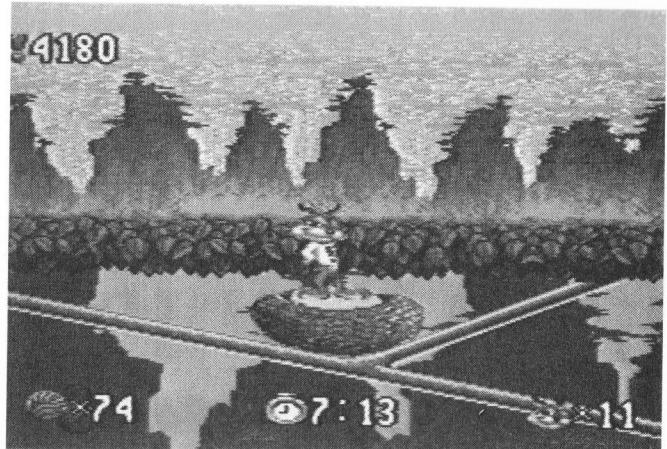


**All bugs (flying or crawling) are bad!**

I don't weigh very much—REALLY! I can stand on leaves and vines without falling down. I can even stand on the bird's nests. They don't like me very much anyhow.



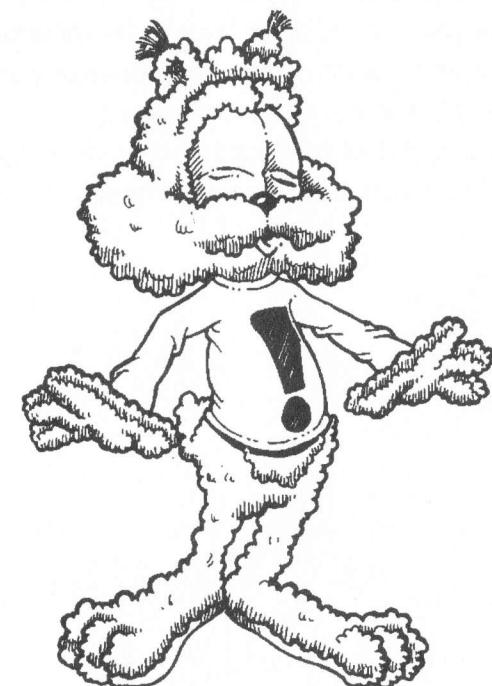
**Fat leaves and skinny vines sometimes have steps.**



Birds nests are always good enough to hold up a cat.

## Part II

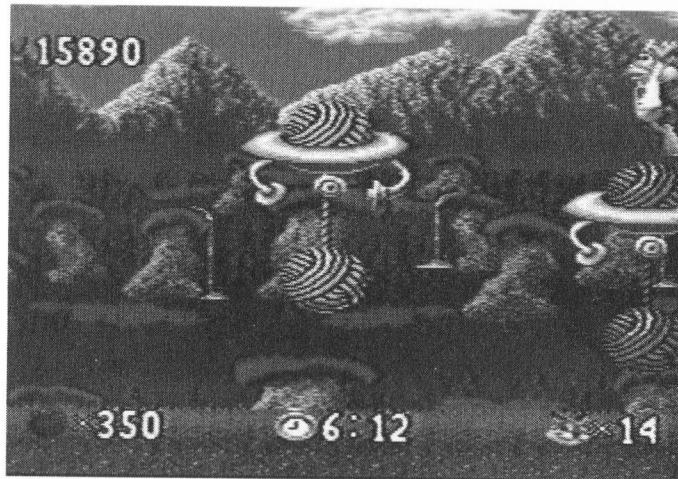
# The Boss Woolies



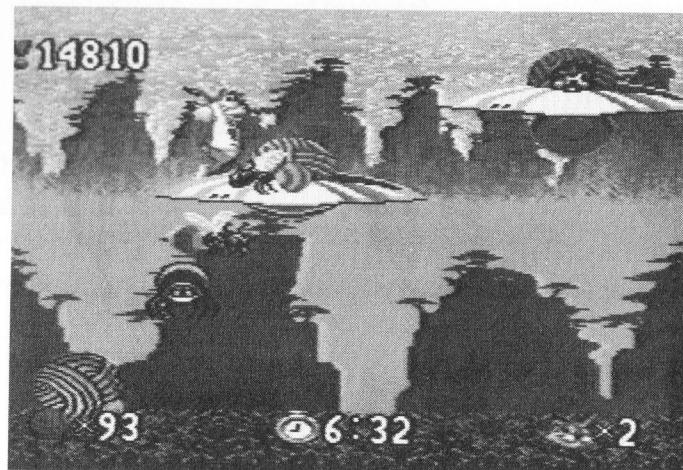
## The Boss Woolies

You'll meet these tough Woolies at the end of each third chapter. Once you've defeated the Boss, a code will appear on the screen. **WRITE IT DOWN WHEN YOU SEE IT!** You can use this code to restart from the following chapter.

The secret to defeating ALL the Boss enemies is to keep gliding. Once you jump and begin to attack, hold down the X button. Keep gliding into the bosses and you'll bounce back into the air. Glide back down into them, keeping up the attack. If you happen to land on the ground, hop right back up into the sky!



Glide, glide, glide!



You've seen one, you've seen them all!

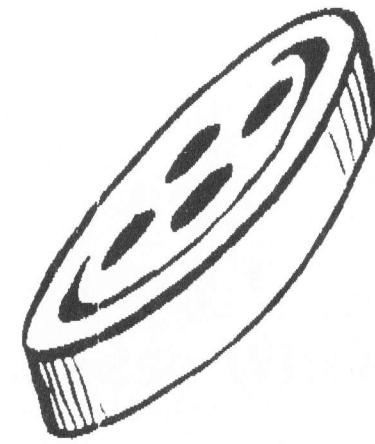
# Part III

## Paw Print

### By Paw Print

### Playing Guide





**Chapter 1**  
**Cheese Wheels of  
Doom**

# Chapter 1

## Cheese Wheels of Doom

Pay attention now! Read this section if you want to know a few of my favorite tricks for zipping through Chapters 1, 2, and 3.

**Tree Jumping**—This is one of my favorite pastimes. Just hop up onto the tree branch and watch what happens. Push the A or B button for an extra high jump. Note my flawless form—and don't believe any of those nasty rumors you've heard—I've NEVER been stuck up in ANY tree!



**Jumping on tree branches has its high rewards.**

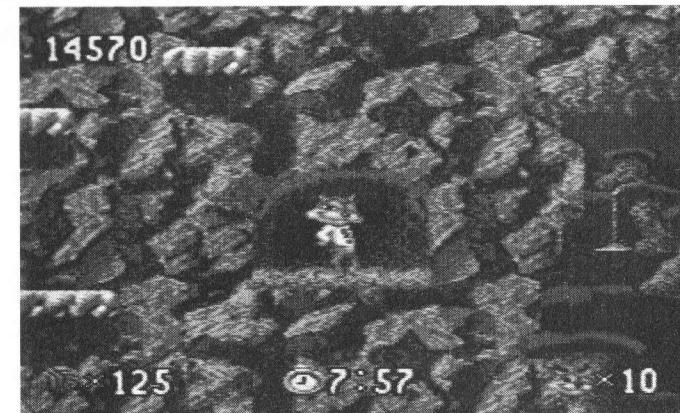
**Manhole Covers**—Take your pick! You can stand on the lid and take a ride up or jump in and explore the tunnels below. I'd take a good look down before jumping in.



**Use a manhole cover to give your jump a little lift.**

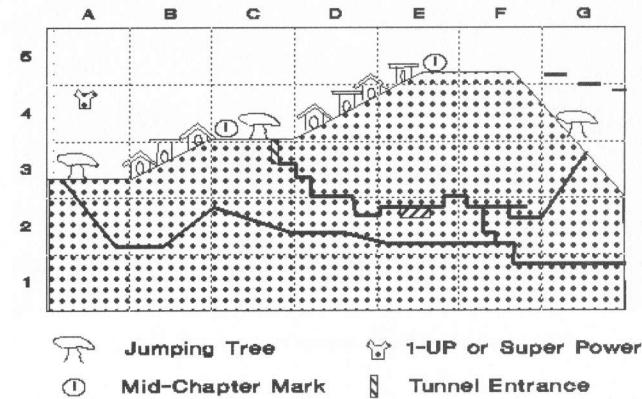
**Caves**—Did I ever tell you about the days when I was an expert spelunker expedition leader? Oh well, that's too long a story to begin now. So, getting back to business at hand, I'd

advise you to enter any cave you find. Most will warp you to other locations. Others will lead you to treasures of yarn balls.



**A dark cave must be hiding something!**

There are many ways to skin a—OOOPS! I mean, there are many ways to move through each chapter. If you're having a few problems, here's one technique that works for me. Refer to the following maps and follow my steps. Maps 1-1, 1-2, and 1-3 will guide you through this chapter.



**Map 1-1**

Hop onto the tree and push the A button to get a high jump. Rock your thumb up to the X button and move the controller to the right to glide into the 1-Up shirt. Continue to glide down, following the yarn balls, and you'll land on your first Woolie.

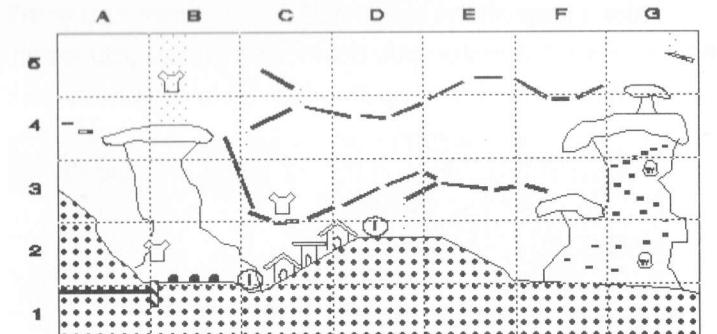


Your first 1-Up at A-4!

Keep moving to the right and jump onto the rooftops. Hop and glide up the houses, stomping Woolies as you go to the top of the hill. You'll reach your first Mid-Chapter Mark at C-4. Hop over the banana crate and jump on the next tree branch to pick up a few more yarn balls. Move to the right again, avoiding the popping manhole cover.

Now hop and glide up the next set of rooftops and you'll reach the next mark at E-5.

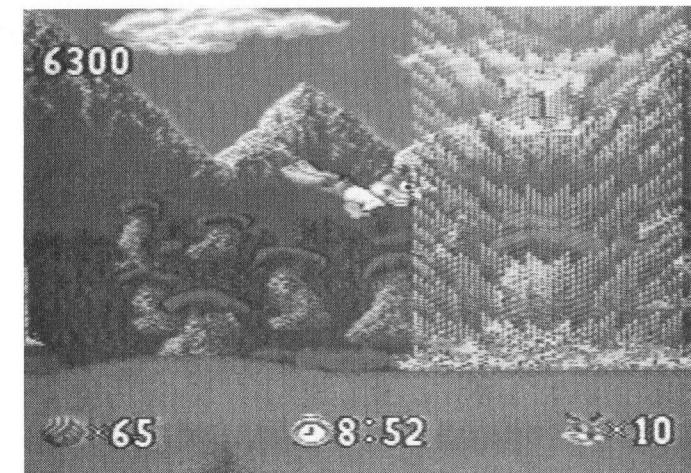
Hop across the platforms at G-5 and you'll reach Map 1-2.



- Jumping Tree
- 1-Up or Super Power
- Mid-Chapter Mark
- Tunnel Entrance
- Warp Cave

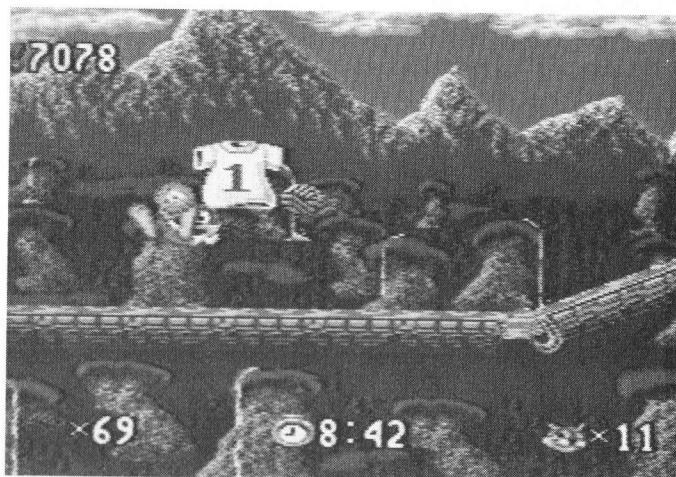
Map 1-2

Jump off the last platform and walk across the grassy area to find another 1-Up under the waterfalls at B-5. Jump and glide into the bird. Quickly, before he drops the egg!



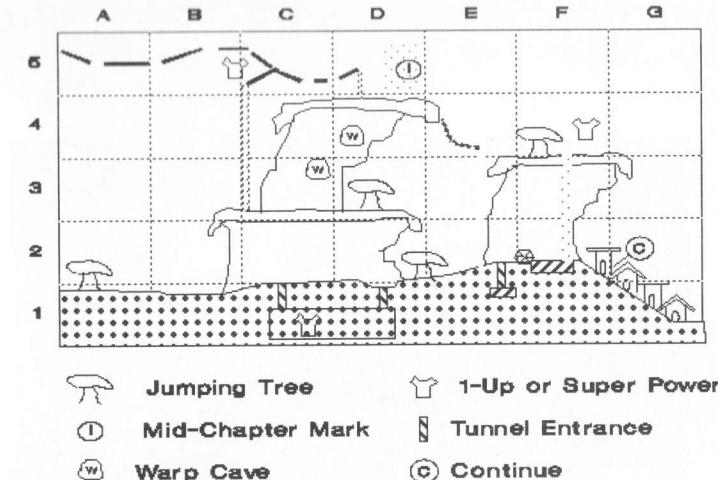
A 1-Up a play keeps the Woolies away!

Take a step off the ledge at B-4. Trust me! You won't fall very far! Ride the waterslide down, and just as you reach the bottom, hop up and pick up another 1-Up at zone C-3.



You can hop up while you're sliding to pick up items.

Continue to ride the waterslide over to the right and land on the grassy area at F-3. Use a little hop at the end of your ride to avoid getting booted back onto the slide. Use the ledges on the rocky mountain face to hop up to the top grassy area at zone G-4. Use the jumping tree to reach the next waterslide at G-5. This will take you to Map 1-3.



Map 1-3

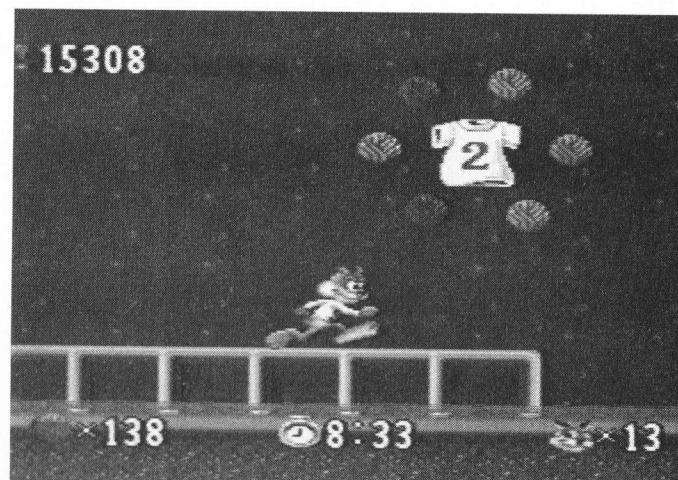
Be ready to use the left controller! Just as the waterslide splits at zone C-5, push left to pick up a big 2-Up! Use glide to safely land on the Woolies at C3.



Push the controller left to grab this 2-Up.

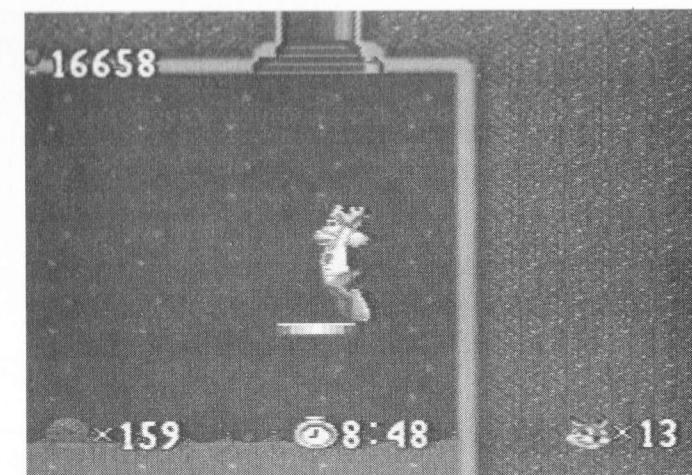
Jump off the ledge to the ground at B-1, but watch out for those cars. Jump over them or they'll run you down. (TIP: Jump on the yellow cars for a high jump.) Move back to the

right and hop down the tunnel entrance at the bottom of C-2 for another 2-Up! WOW! If you listen to me ALL the time I could make you one rich 1-Up cat!



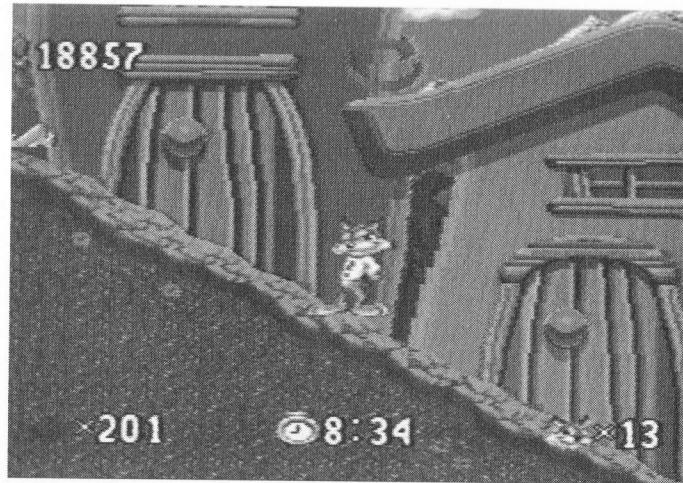
**Another 2-Up! WOW!**

To escape from this tunnel, you'll have to ride up on the popping manhole cover and give a jump of your own at the top.

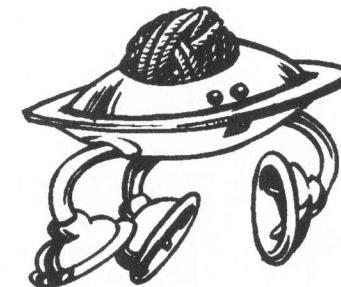


**Ride the manhole cover up and you're out of there!**

Continue back to the right and hop over the next tunnel entrance, E-2. There's nothing cats like at the bottom of that place! Hop onto the wheel at F-2, and a drawbridge will unwind over the water. Give a little running start and then hop and glide over to good old dry land. Work your way down the rooftops, stomping all the Woolies as you go. Be sure to pick up the Continue Ring from the second rooftop. Run to the right of the village and you've made it to the end of Chapter 1.



The Continue Ring will be useful if you happen to waste my nine lives too early!



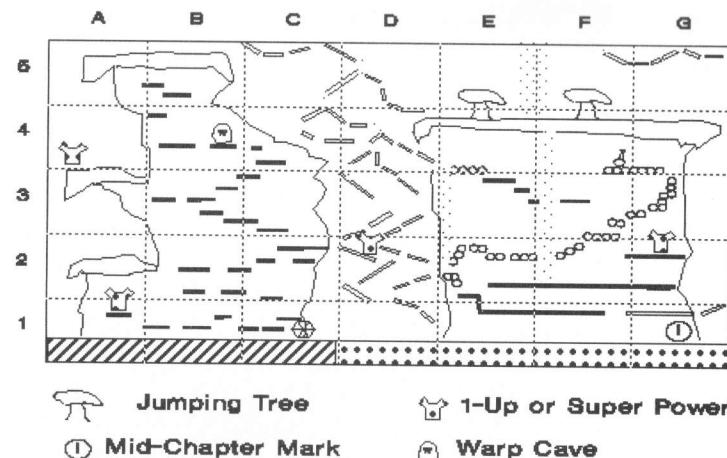
## Chapter 2

# Forbidden Plummet

## Chapter 2

# Forbidden Plummet

Did I mention that I don't like HEIGHTS?! Well I don't, so I'm going to take you through the low roads in this chapter. Refer to the maps and follow my steps. Maps 2-1, 2-2, and 2-3 will guide you through this chapter.



Map 2-1

Don't make your usual move to the right at the beginning of this chapter. Move left and glide off the edge of the cliff. Trust me, it works; I've done it a thousand times! Land on the ledge at A-4 and pick up your first chapter 1-Up.



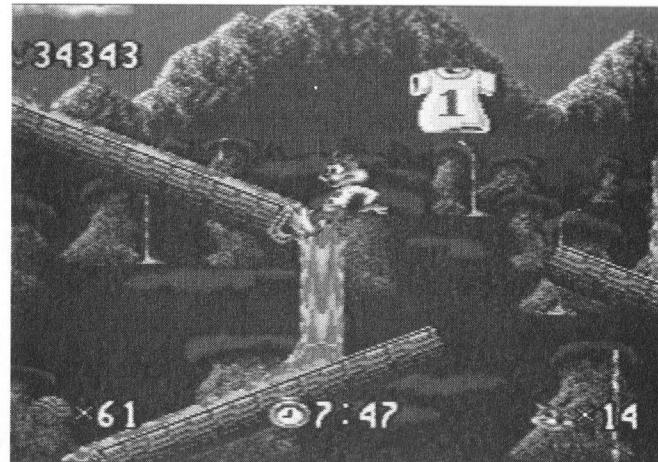
Ah—starting with a 1-Up. It can't get any better than this!

Continue to glide down to the next ledge at A-2. Take one more glide underneath the ledge and pick up the next 1-Up.



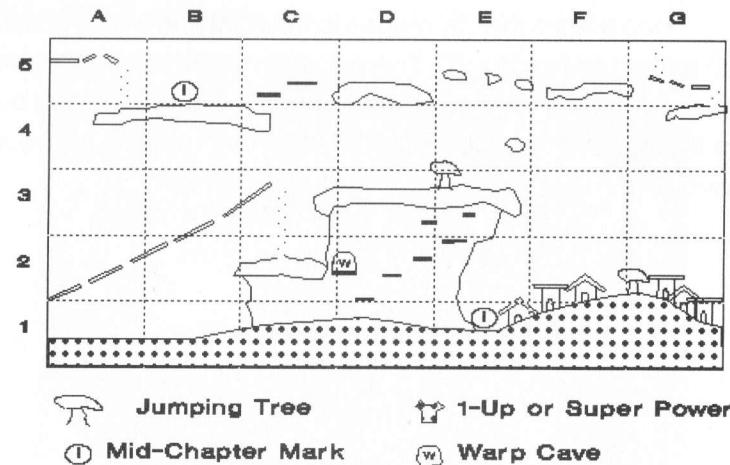
**Be Careful! That's water below this 1-Up.**

Hop across the cliff ledges to the right and work your way up to the top ledge at C-2. Jump off onto the waterslide and take a hop to the right, picking up the 1-Up and gliding over to the right waterslide. This slide will drop you off at ground level in E-1.



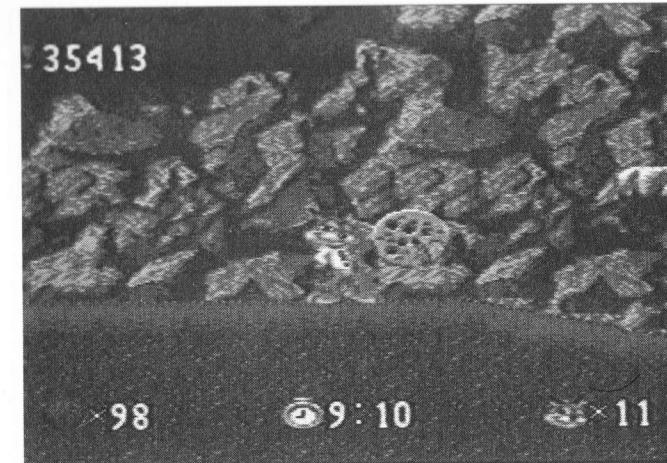
**It'll take your best cat moves to hop for this I-Up.**

Continue to the right, tripping the Mid-Chapter Mark, and you'll reach Map 2-2.



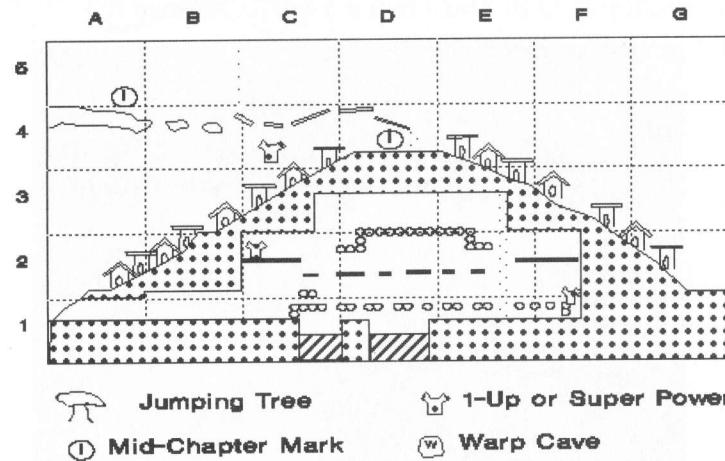
**Map 2-2**

Hop over the banana crate and move to the right. Watch out for that wicked Woolie on the rocky ledge! He rolls cheese wheels at everyone!



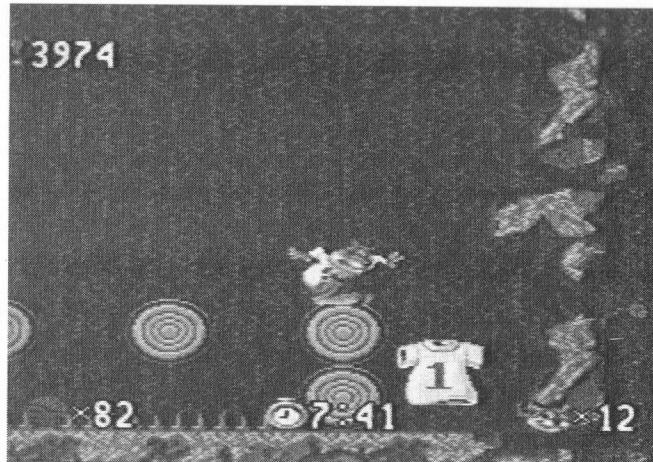
**So I got splattered with a little cheese wheel. Big deal! That's the way I planned it. I was a little hungry anyhow!**

Continue through the village at E-1 and exit to the right for Map 2-3.



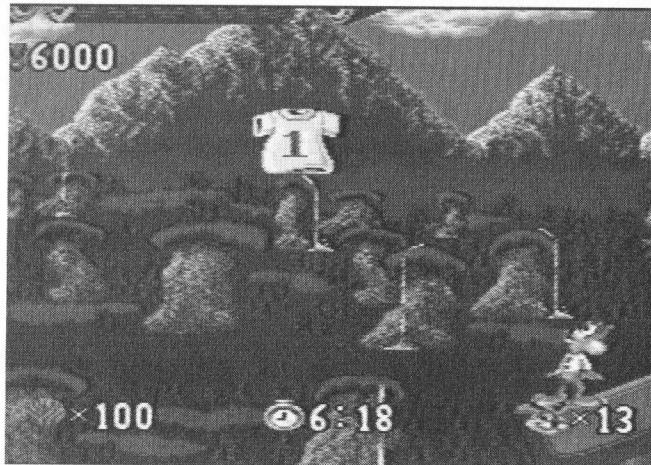
**Map 2-3**

Go under ground at A-1. Hop up on the logs. It will take a cat's best balancing tricks to move across to the right. If you make it all the way to the end, you'll find another 1-Up at F-1.



Wow! Those single log hops are tough! I really deserve this 1-Up.

Hop back out of the ground and continue up the village hill. Ouch! watch out for those big pianos. Hop on them or over them, just don't get caught underneath. Be sure to check out the rooftop at C-3. You'll find a 1-Up just above it!



A little Bubsy hop will snatch this 1-Up.

Exit the village to the right and you've made it to the end of Chapter 2.



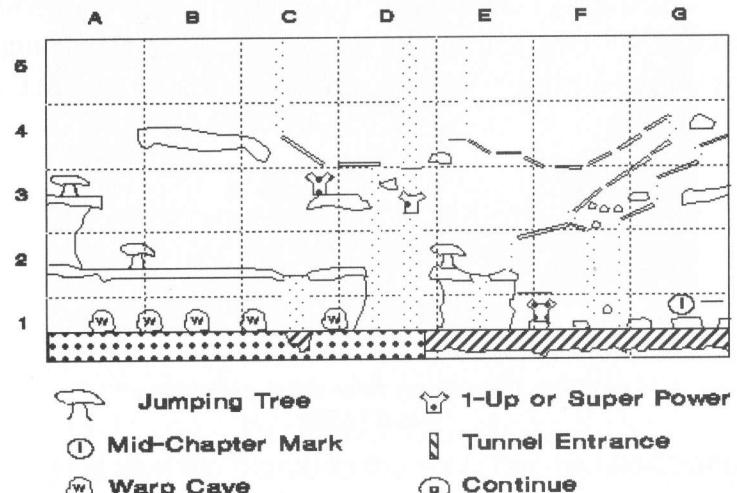
## Chapter 3

### A Bridge Too Fur

## Chapter 3

# A Bridge Too Fur

No bridge is “too fur” for my best jumps. Refer to the maps and follow my steps. Maps 3-1, 3-2, and 3-3 will guide you through this Chapter.



Map 3-1

Spring off the jumping tree at A-2 and glide up to the next tree at A-3. Take one more jump up to the landing area at B-4. Cross over to the right and hop up onto the waterslide. Be ready now! You'll have to make a quick glide to the left at the end of this slide, landing on the grassy area between C-3 and D-3. Pick up the 1-Up shirt at C-3.



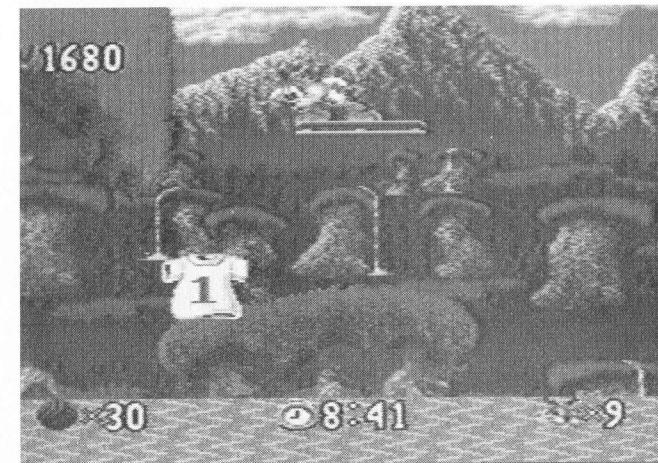
I'll just add this 1-Up to my collection.

Now move back to the right and jump up to the very small spot of land between the two waterfalls. Glide off to the right, picking up another 1-Up as you sail into a safe landing at E-2.



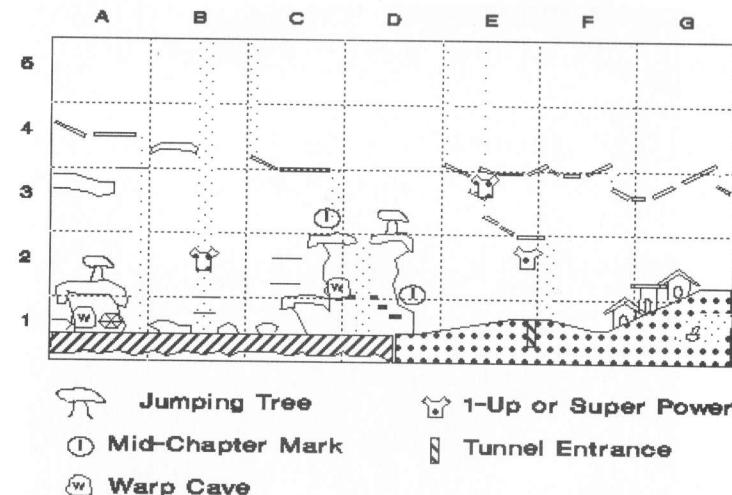
This 1-Up was trying to hide under the waterfall.

From the grassy area at E-2, walk to the right and step off onto the rotating platform. Ride it down (push down on your controller to get a good look at your landing area) and pick up another 1-Up from the island at F-1.

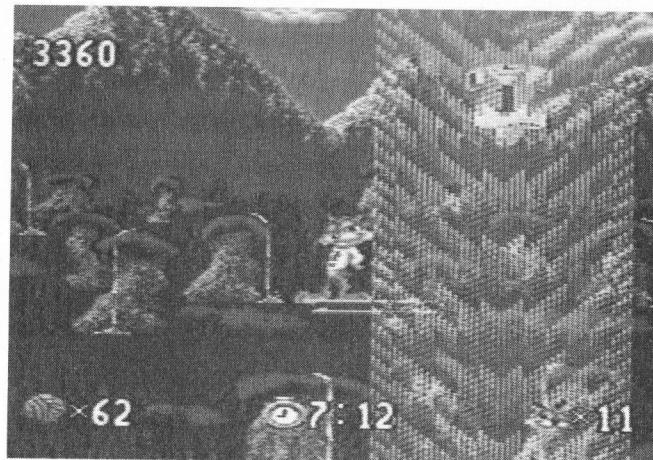


Surrounding 1-Ups with water can't stop the GREAT Bubsy!

Hop over the islands to the right. Trip the Mid-Chapter Mark and you'll reach Map 3-2.

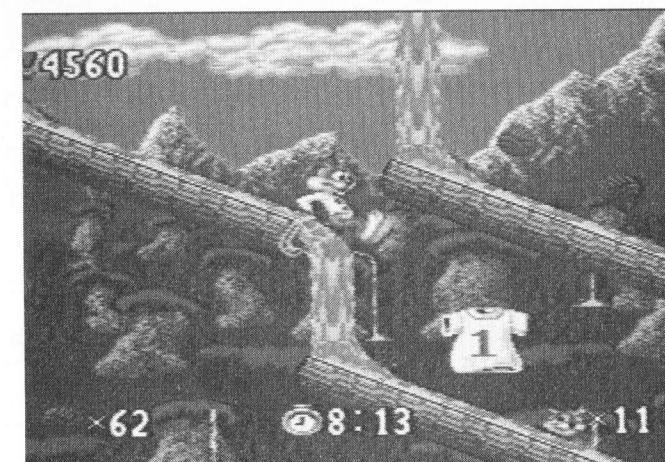


Continue to the right, past the Warp Cave and step on the wheel at A-1 to unroll the log bridge. Hop to the next island and wait by the waterfall for a rotating platform to appear. Hop on and ride up the waterfall to a second platform. Above, you'll find another 1-Up.



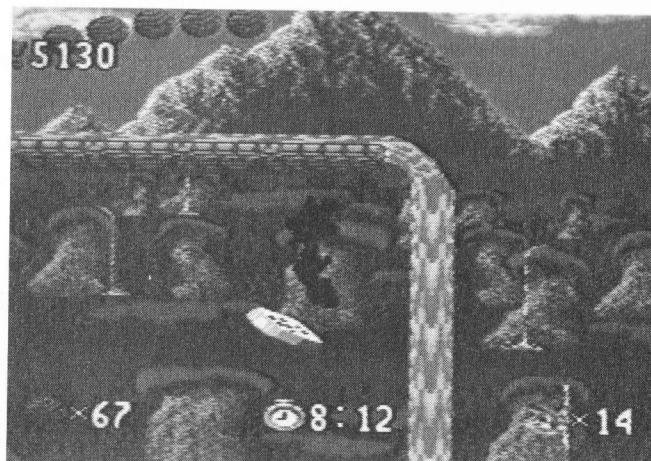
These Woolies are really stupid! Imagine, they tried to play Hide the Old 1-Up in the waterfall again.

Jump back down and continue to hop over the islands and up onto land at C-2. Ride on the rotating platforms and continue up to the top at C-3. Hit the Mid-Chapter Mark and move over to the jumping tree. Spring off the tree and land on the first waterslide at E-4. Ride it down and you'll find another 1-Up along the way. Glide into a safe landing at F-1.



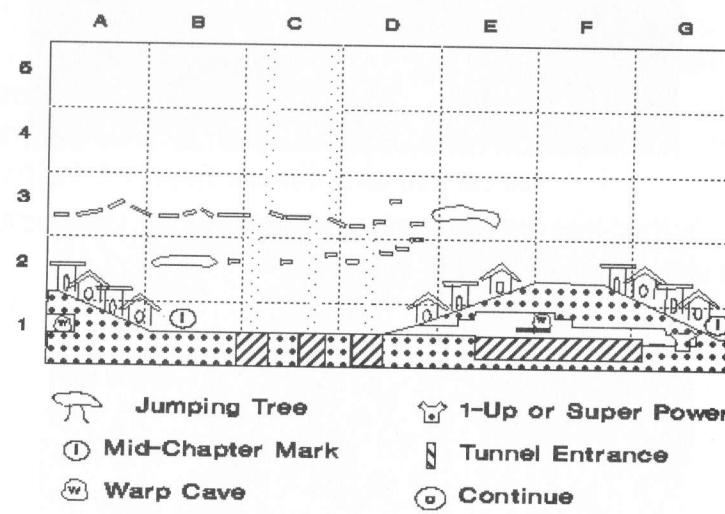
You can waterslide into this 1-Up.

For a little more fun, stand on the manhole cover and ride it up to get the black t-shirt at E-2.



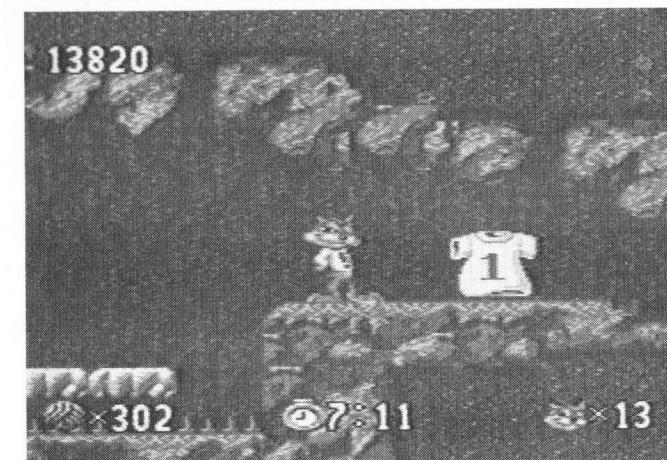
No one sees me with this black shirt on!

Run through the village at F-1 and you'll reach Map 3-3.



Continue down through the village and trip the Mid-Chapter Marker at B-1. Hop over the three ponds and enter the cave, below the village at D-1. Not too fast or you'll slip into more water! Ride the rotating platform up and enter the Warp

Cave at F-1. This will take you to the water-lever switch. Trip it and return through the Warp Cave to F-1. Now you'll be able to hop over the ledges and pick up your 1-Up at G-1.

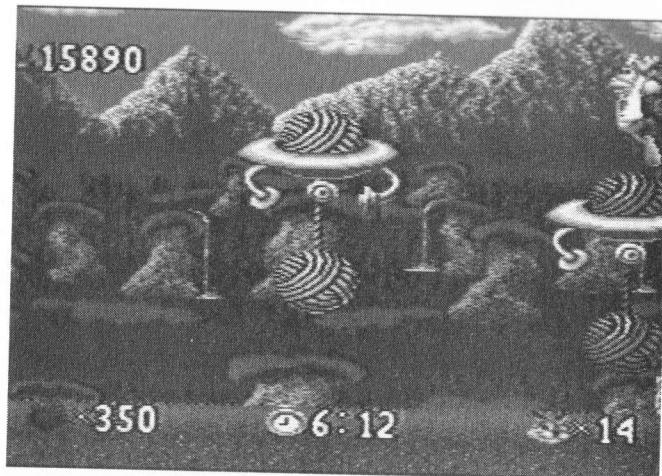


Another 1-Up was hiding in the cave!

Back to the village! Jump up the rooftops. Watch out for the gumball machine at the top of the hill! Continue down the other hill and trip the Marker. It's time to face the first Boss Woolies.

#### Boss Tips

As soon as the Woolies descend to jumping level, hop up and bounce off their tops when their view ports are open to do some serious damage. Stay on the right or left side of the screen and bounce off the side walls to glide back into the Woolies. Don't get stuck in the middle of the screen, and keep the A-button depressed so Bubsy gets a super bounce when he hits these guys.



The bigger the Woolies, the harder I bounce!



## Chapter 4

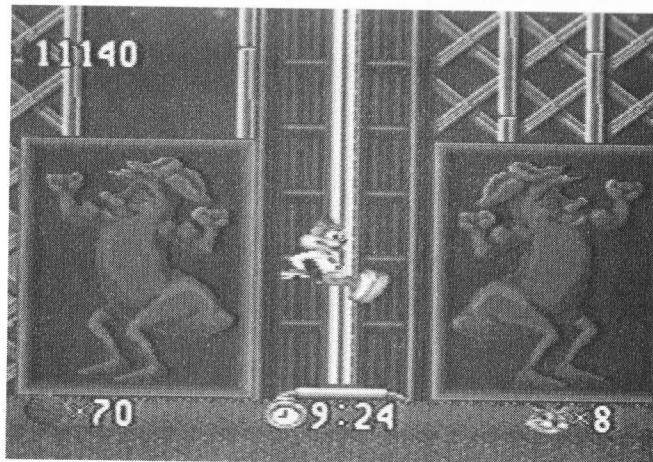
# Fair Conditioning

## Chapter 4

# Fair Conditioning

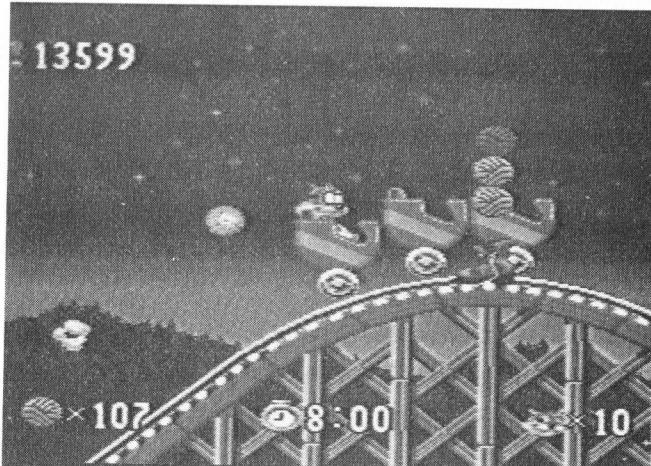
Pay attention now! Read this section if you want to know a few of my favorite tricks for zipping through Chapters 4, 5, and 6.

**Jumping Pads**—This one of the reasons I get all the really big contract deals. Only I, Super Bubsy, can get a jump this high from the strong-man pads. My secret is to jump from either of the platforms next to the pad and push the A button just as I land. Try it, you'll have a blast!



**Push the A button just as you land.**

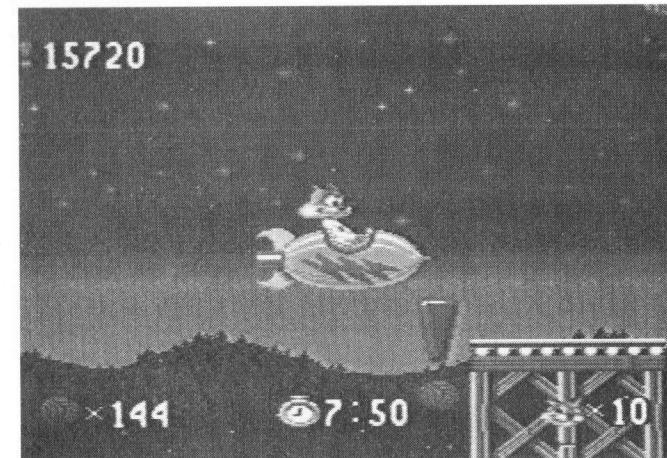
**Roller Coaster Rides**—Only the coolest cats hold up their hands on this ride (push up on the controller). If you do, you'll pick up some yarn balls and look great at the same time!



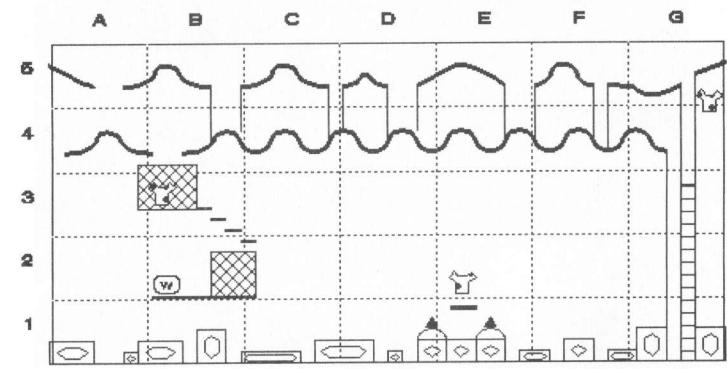
I know, I know—you don't have to keep telling me how cool I look.

**Rocket Rides**—Only the bravest of cats will take this high rocket ride. You'll need to use the rocket rides to find the

highest secrets in these chapters. Stay on the ride for a while; it will move around and around.



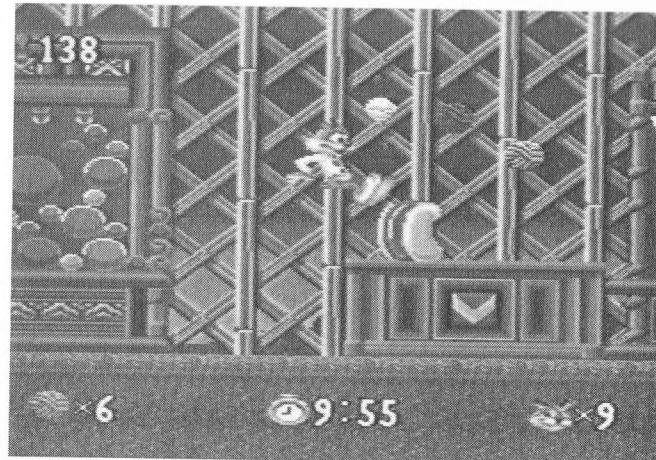
**Sit down and enjoy the ride for a while.**



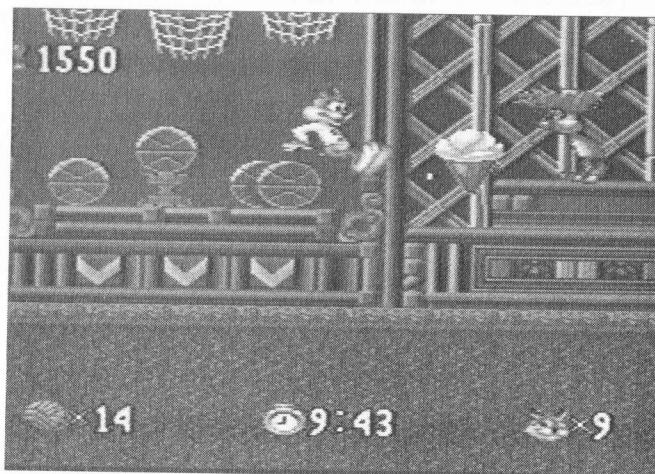
- Jumping Pad
- ▲ 1-Up or Super Power
- Mid-Chapter Mark
- ◎ Continue
- © Warp Cave

**Map 4-1**

Start out by jumping up onto the top of the booths. Most of the Woolies are up here. Hop and glide your way across to the right. If you happen to run into a hot dog, stomp on it.

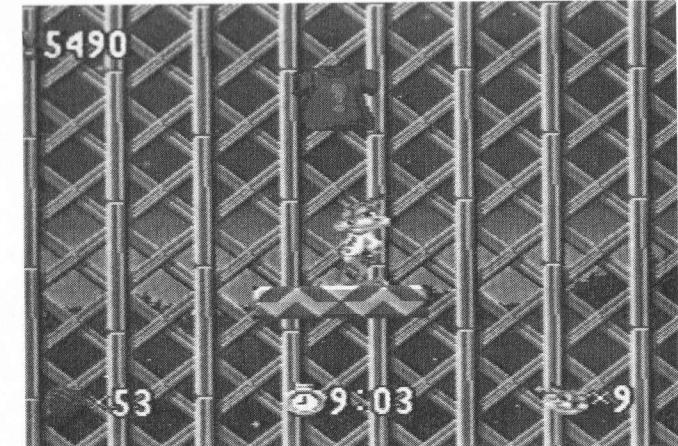


**There's just something about the name I can't stand.**



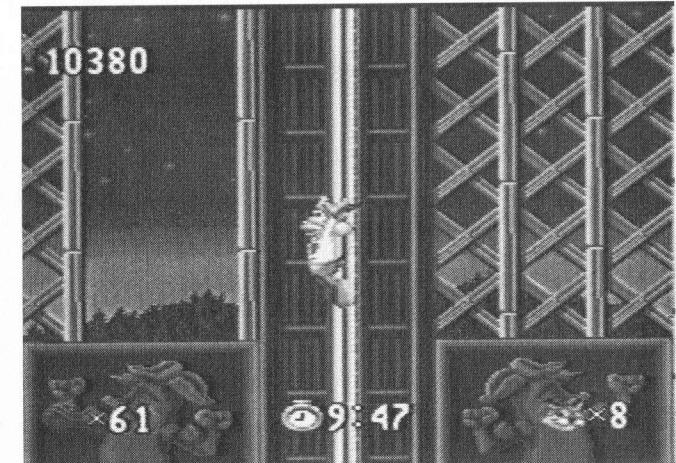
**Ice cream cones freeze me. So, splat them!**

When you reach the dome booths, be sure to stand on top and wait for the elevator platform. Take it up for the black shirt.



**Take a ride up to the black shirt.**

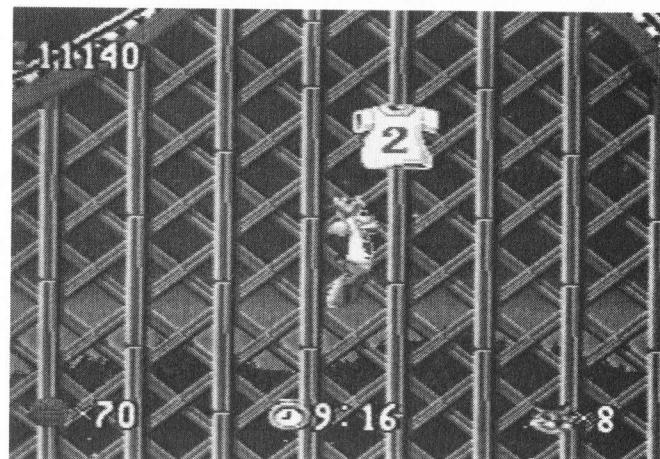
With the black shirt move to the right, wiping out all the Woolies you can. Then return to the jumping pad at G-1. To jump high, hop off either platform box next to the pad. Push the A button just before you land on the pad.



**Look at me, I'm taking off like a rocket!**

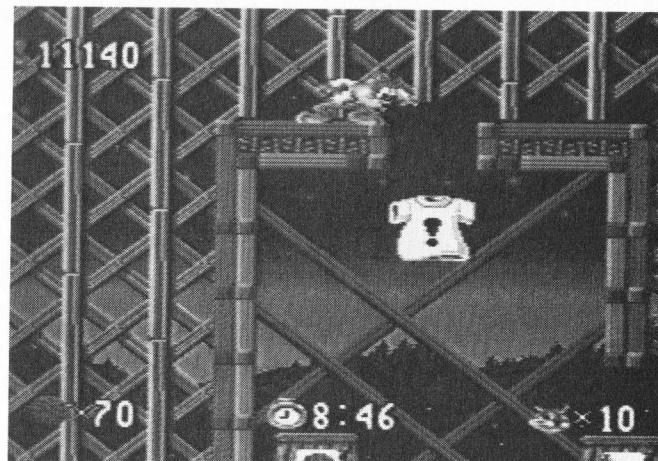
The first time you jump from this pad, go straight up and glide down to the right to stomp the Woolie on top of

the roller coaster. Jump again and glide to the right as you go up to pick up the 2-Up.



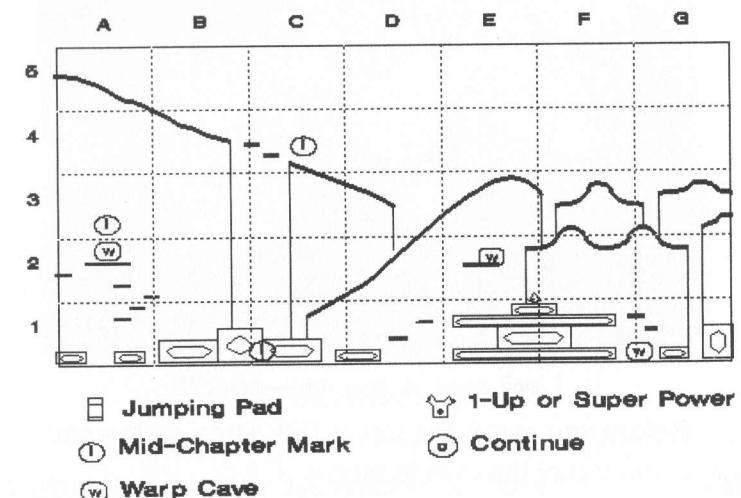
Glide right to get this 2-Up.

From G-5, take the lower roller coaster back to the left. Glide into the flying saucers along the way to B-4, then jump down to B-3 and pick up the super power shirt.

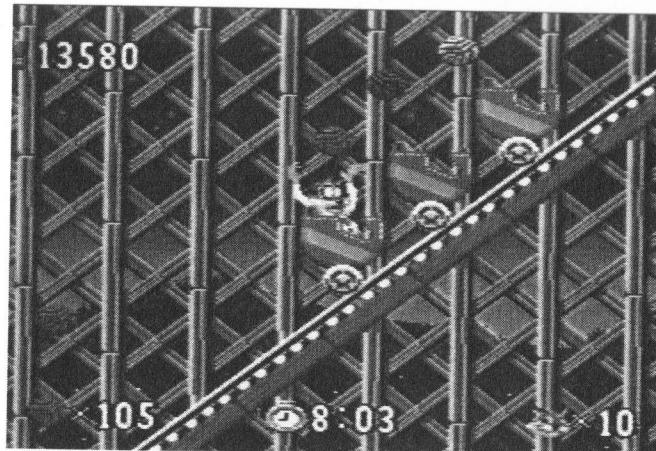


Pick up this shirt for super power.

Jump down to the Warp Cave at B-2 and transport yourself to Map 4-2.

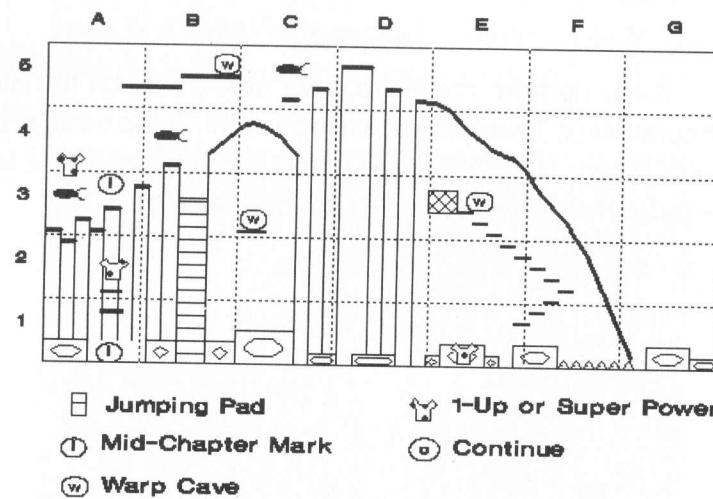


Jump up from the Warp cave at A-2 and hit the Mid-Chapter Mark. Then glide down to the right. Jump back up the roller coaster at C-1 and take a ride in the cars up to the top. Be sure to hold up your arms for some yarn balls.



I look good on this ride—don't I?!

Before you reach the top at E-3, jump off the car! Hop across the top of the rails to map 4-3.



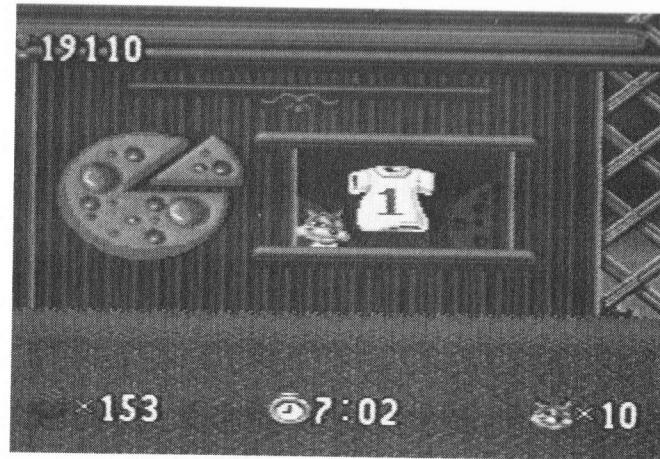
Map 4-3

At A-3, trip the Mid-Chapter Mark and wait for the rocket ride to come by. Hop on and ride up for a 1-Up.



Ride the rocket for a 1-Up.

Glide down to ground level and hop over to E-1 for a 1-Up. Watch out for those Woolies on top of the booths! Jump up and glide to eliminate them.



Another I-Up for the taking.

Return to the jumping pad at B-1 and spring all the way up to the platform at B-5. If you like, go into the Warp Cave for some extra point adventure. Then, take a running hop and glide off the platform to land on the coaster path going down to G-1. Take your time and walk slowly. Hop over the cars at the end of rail and move to the right to finish this chapter.

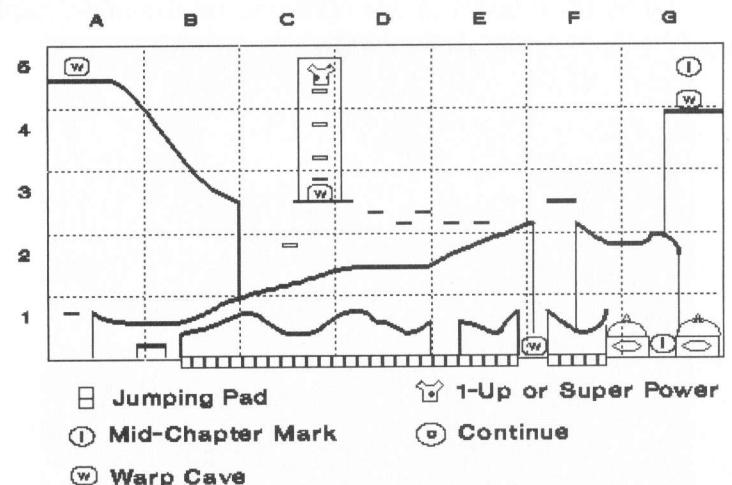


## Chapter 5

# Night of the Bobcat

## Chapter 5

### Night of the Bobcat



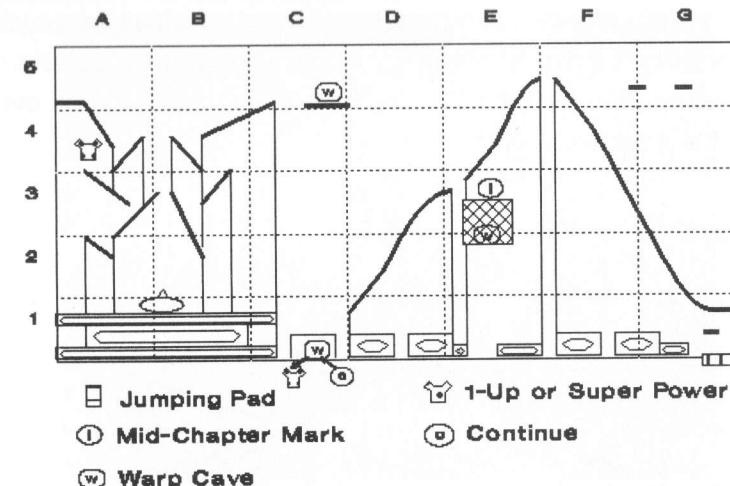
Map 5-1

Start this chapter with a roller coaster ride. Hop straight up and jump into the coaster car, push the up controller to raise your hands, and then pick up the yarn balls. Jump out when you see the first platform appear above you at E-3. Hop across the pads to C-3. Don't bother going into the Warp Cave. Hop up the elevator pads to C-5 and you'll find a 1-Up.



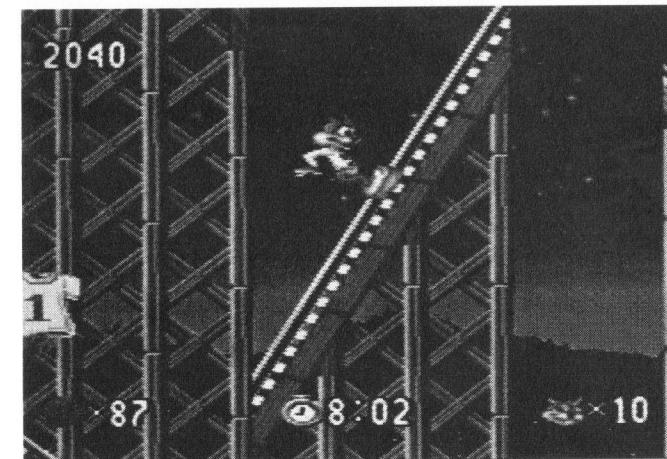
I can find 1-Ups ANYWHERE they hide.

Glide back down to the right and hit the Mid-Chapter Mark at G-1 before exiting to Map 5-2.



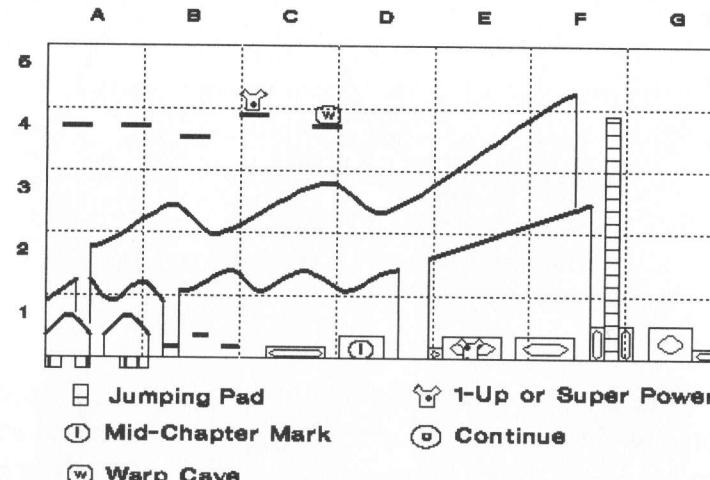
**Map 5-2**

Move to the right. At C-1 you'll see a Warp Cave and a Continue Ring inside a box (we'll be back for these in a minute). Hop onto the box and then jump into the coaster car at D-1. Jump off at the first break in the tracks at E-3. Glide down to the Warp Cave at E-3 and enter to warp to A-5. Skid down the track to the right and glide over for the 1-Up at A-4.



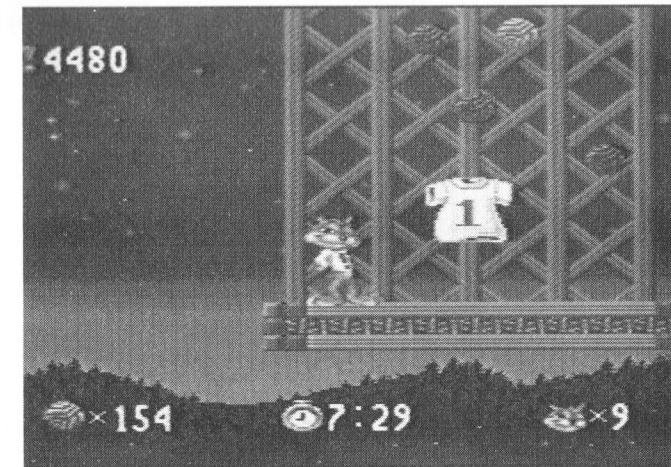
You'll have to warp up to A-5 for this 1-Up.

Return to the roller coaster ride and take it all the way to the top of E-5 this time. Hop over to F-5 and wait for a platform to slide close beside you. Hop on and continue to jump over to the right into Map 5-3.



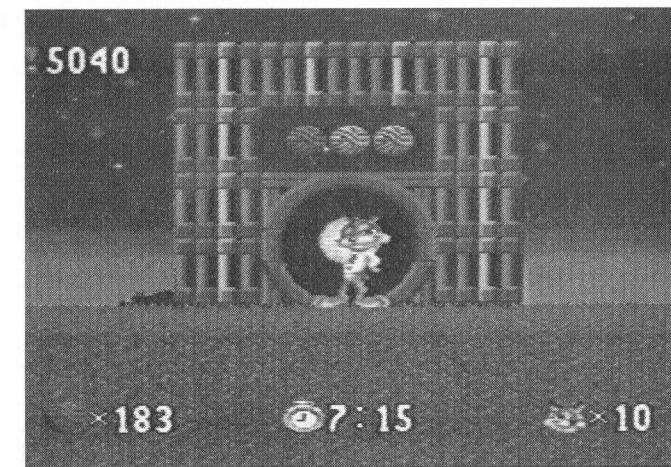
**Map 5-3**

Continue hopping and gliding across the platforms. Watch out for those egg-throwing Woolies! Pick up another 1-Up at C-5 and move into the Warp Cave at C-4!



Another 1-Up this play  
Keeps the Woolies away!

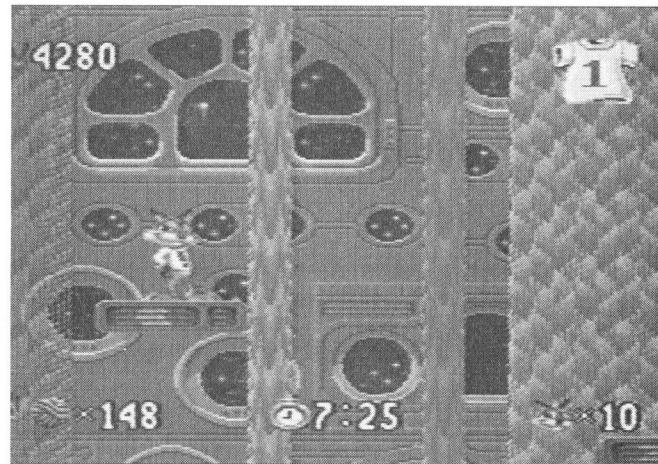
Now it's time for a Continue Ring and MORE! Enter the Warp Cave and you'll be transported back to Map 5-2. The Continue Ring is yours.



The Continue Ring and MORE!

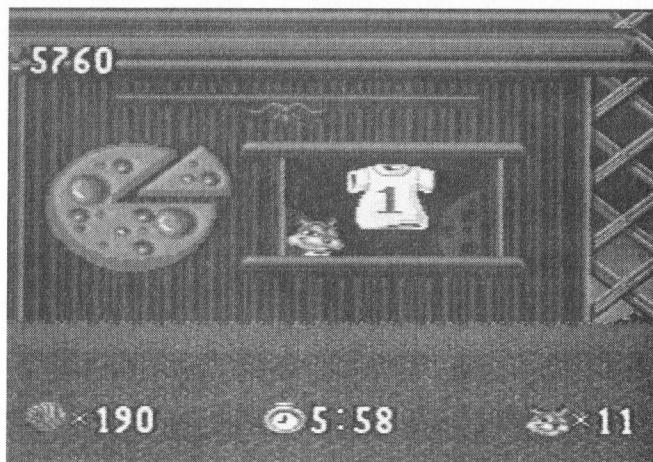
Now, when you reenter the Warp Cave, you'll be in a bonus round. Hop onto one of the sliding platforms as soon as possible. Then, work your way over to the left, hopping

from platform to platform. You'll find the 1-Up in the upper left corner under the yellow falls.



This 1-Up is hiding in the Warp Cave bonus area.

Now you have no choice but to warp back to Map 5-3, zone C-4. Glide down to the coaster tracks and work your way down to the ground level. Trip the Mid-Chapter Mark at D-1 and snatch the 1-Up from the cheese booth at E-1. Continue to the right and you've completed Chapter 5!



Once you get past the cheese wheels, there's usually something good inside these booths.

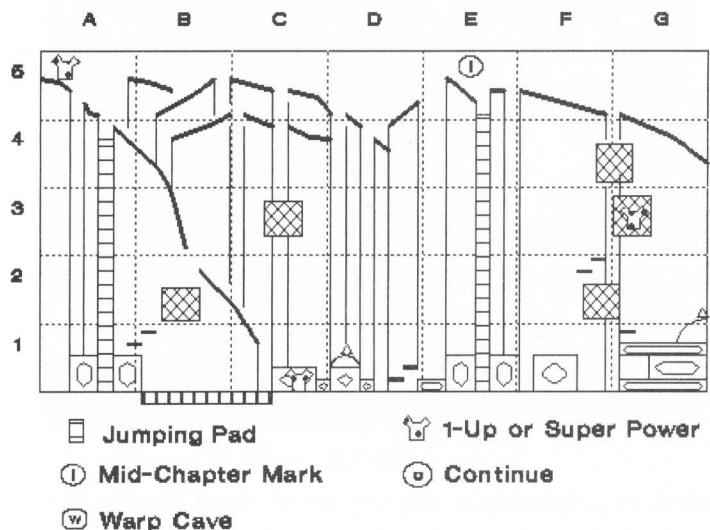


## Chapter 6

# Our Furless Leader

# Chapter 6

## Our Furless Leader



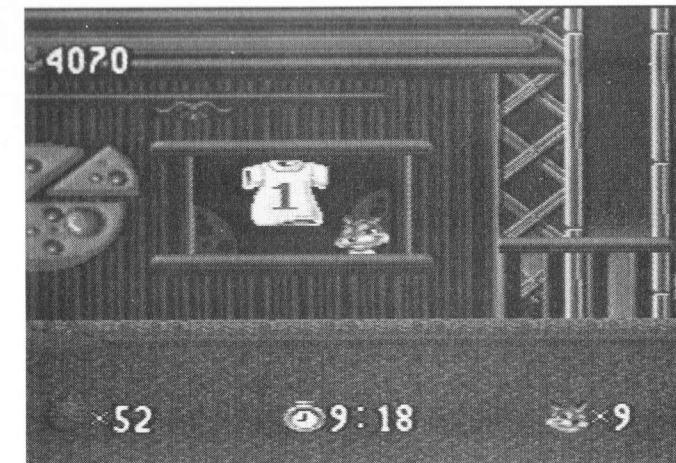
Map 6-1

Oh Yesss! My favorite sport—jumping! Hop onto that pad at A-1 and pump a little of the old A button and we're off into the sky up above. As soon as you clear the track, glide to the left and grab the 1-Up shirt. Be sure to glide into those attacking flying saucers!



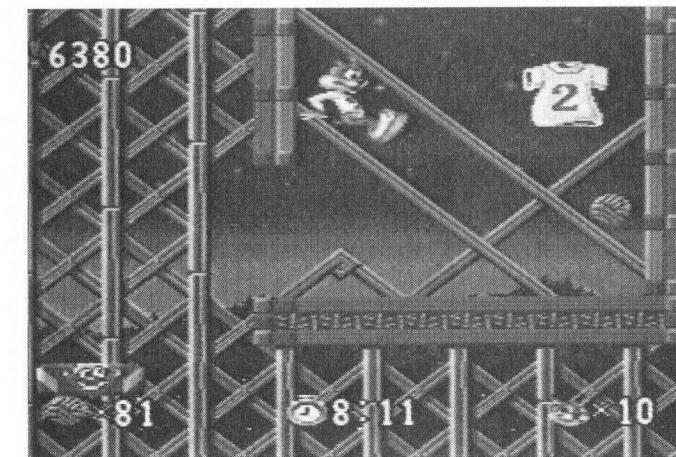
This is what I call starting out right!

Now move back to the right and stomp a few Woolies as you work slowly down the coaster tracks to C-1. Just enter the booth for another 1-Up and we're on our way again.



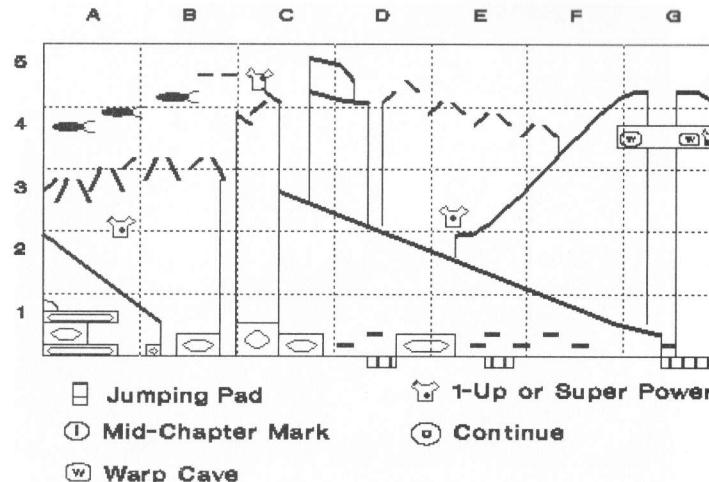
The booth at C-1 is worth a look inside.

Hop and glide over to the next jumping pad at E-1 and jump up to the very top at E-5. Be sure to grab the Mid-Chapter Mark. Now hop your way over to the second break in the tracks between F-5 and G-5. Hop down to the cages below. The one at G-5 is good for a 2-Up!



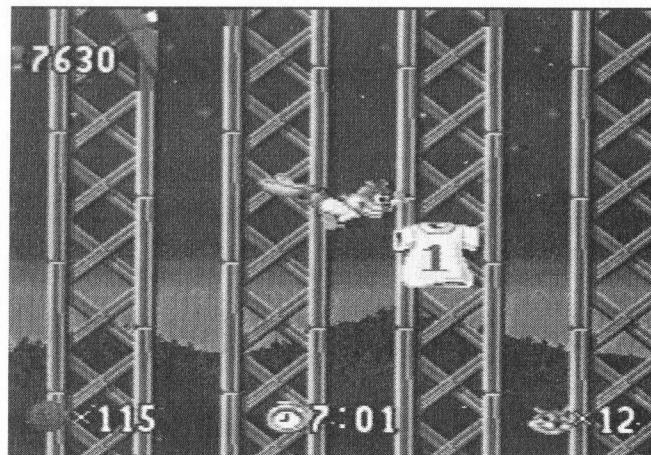
A 2-Up!

Glide back down to the ground and continue to the right into map 6-2.



Map 6-2

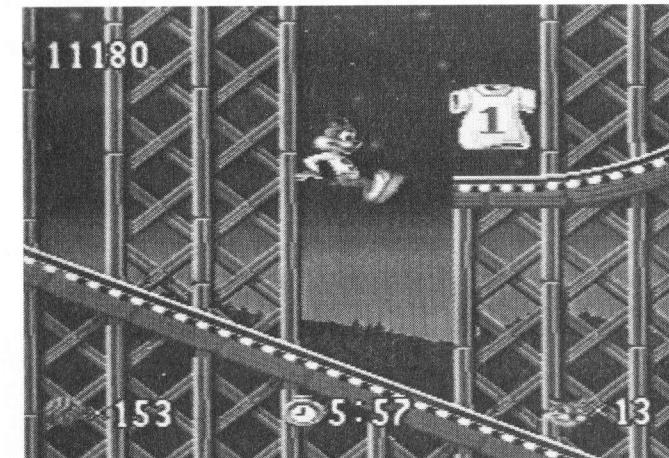
Hop up onto the coaster tracks at B-1 and move up to the left. When you see track segments appear above your head, hop and glide to the right to snatch the 1-Up at A-3.



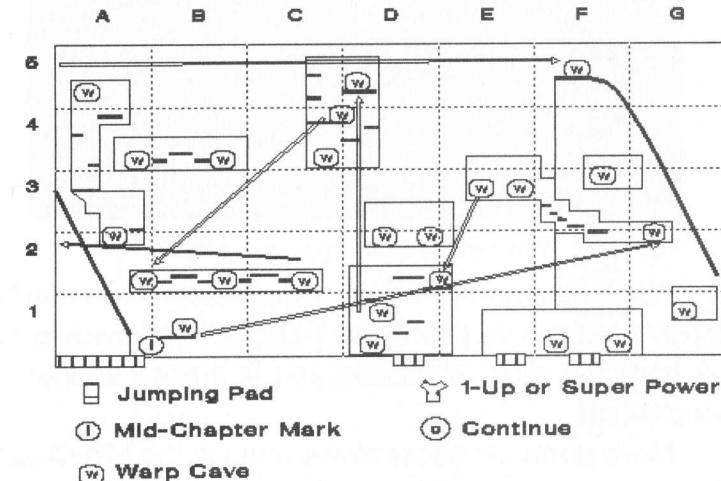
A good hop and glide will get this 1-Up.

Continue to glide down to ground level and hop over to G-1. Now hop up onto the tracks and move back to the left. At E-3, jump up for the 1-Up and change directions back to the

right. Follow the tracks up to G-5, hop over the break, and go down the other side into map 6-3.



Take this 1-Up and continue up the tracks to the right.



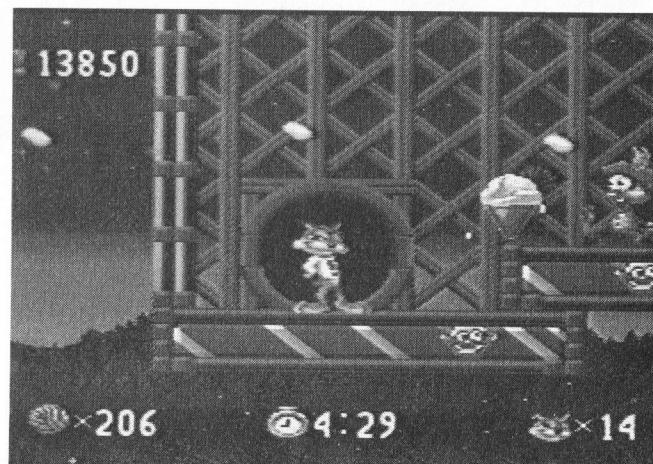
Map 6-3

Hop off the bottom of the tracks and pick up the Mid-Chapter Mark at A-1. Hey! What gives here! Nobody can

figure out how to get out of this maze of Warp Caves. Well, that is, of course except me, with a little help from Map 6-3.

Look at map 6-3 and follow the arrows. Start at B-1 and warp to G-3. Hop over to E-3 (blue square door) and warp to E-2. Hop left and down to the next cave at D-1 (gold door) and warp up to D-5. Hop left and down to the next cave at C-4 (red door) and warp over to A-2.

The Woolies are a little difficult here. Just wait for the Woolies to throw three eggs, then attack with your hop and glide.



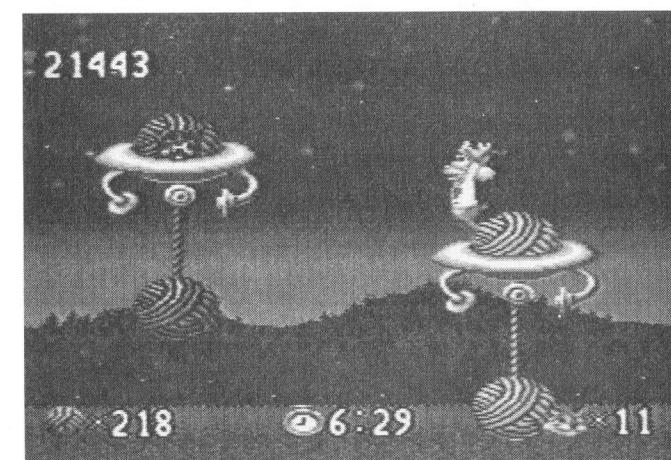
**Wait for the third egg, then attack.**

Go all the way over to the right and warp back to map 6-2. Hop over to the right, pick up the 1-Up, and warp back to map 6-3, zone F-5. Congratulations, you've made it through the Warp Maze.

Move down the tracks slowly and trip the Mid-Chapter Mark at the bottom. You've reached the final boss battle.

Wow! These guys are tough! It's good to have a few extra 1-Ups for this battle. Here's my best tip for defeating them. Just keep gliding and stay in the air. To do this, you'll

have to bounce off the Woolie ships every chance you get. Keep your glide button held down and steer to hit a Woolie. If you land, jump back up as quickly as possible. Good Luck!



**Keep gliding and don't touch the ground!**



**Chapter 7**  
**The Good, the Bad,**  
**and the Woolies**

## Chapter 7

# The Good, the Bad, and the Woolies

Here are a few things you need to know to have an easier time of Woolie-stomping through Chapters 7, 8, and 9.

**Railroad Car Rides**—Each of the next three chapters begins with a train ride. You'll have to hop and glide over the car tops from the caboose to the engine. At the engineer's station, jump up and trip the switch to stop the train. Then, you begin your journey into the canyons.

Don't step on anything sharp. That includes horn toads, tacks, cattle skulls, and of course, cactus.

There's a 1-Up hidden in the third train's engine and yarn balls in the others. Try to stomp the Woolie engineer *without*

hitting the switch. Move right, collect the hidden goodies, then go left and hit the switch.



**Don't step on these ugly toads.**

Always explore every railroad car. You can pick up a few 1-Ups before jumping into the canyons. Also, try hopping off the giraffes' heads. Use a little A button for extra height and you'll find treasures above.



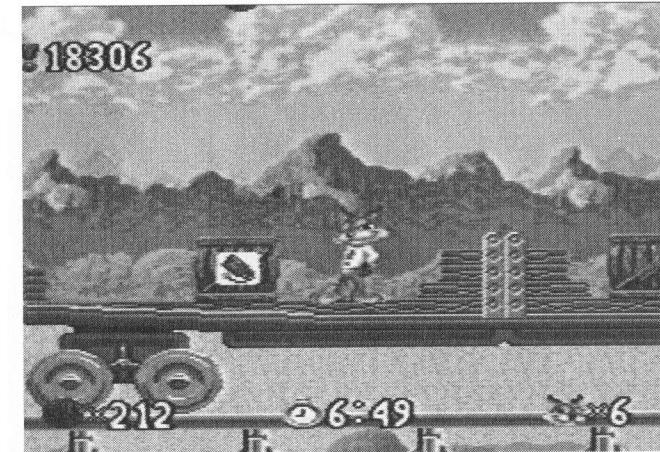
**Giraffes make a good jumping platform!**

Explore down all the prairie dog holes for buried bonus items. Of course—any animal with the that kind of name is a cat's enemy!



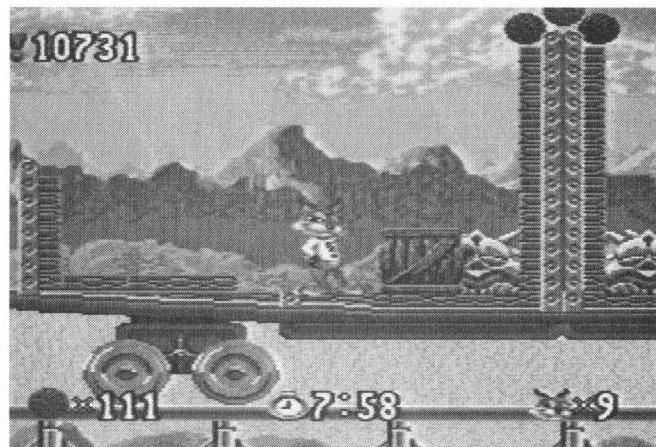
**Prairie dogs stomp just as well as Woolies.**

Use the dynamite boxes to get a real lift! WOW! There's usually something good at the top of the dynamite blastoff!



**Try stepping on one of these boxes for a real ride!**

Put those old boxes to good use. You can push them around to cover up horns and stand on them for a little better jump. You'll find a few more in the canyon caves.

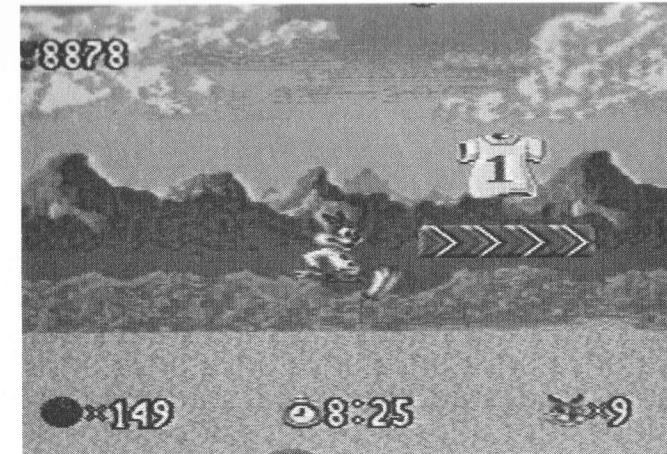


**Push the boxes around to cover up the uglier creatures of the world.**

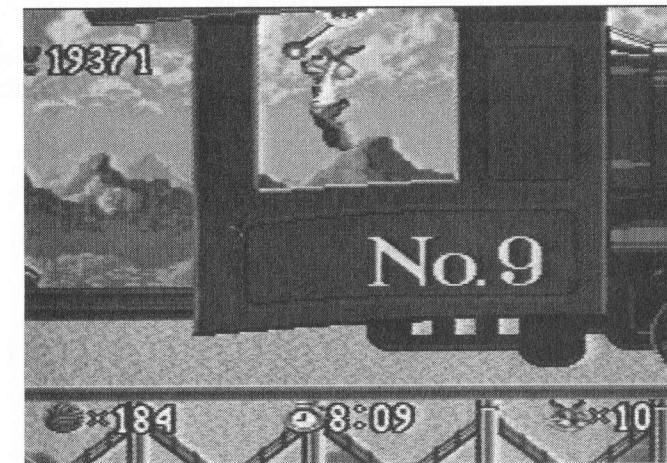
**The Train Ride**—Here are a few locations to find 1-Ups among the railroads cars. It may take you a few tries to make your run all the way to the Engine. Be patient! You'll quickly learn the Woolies' locations.



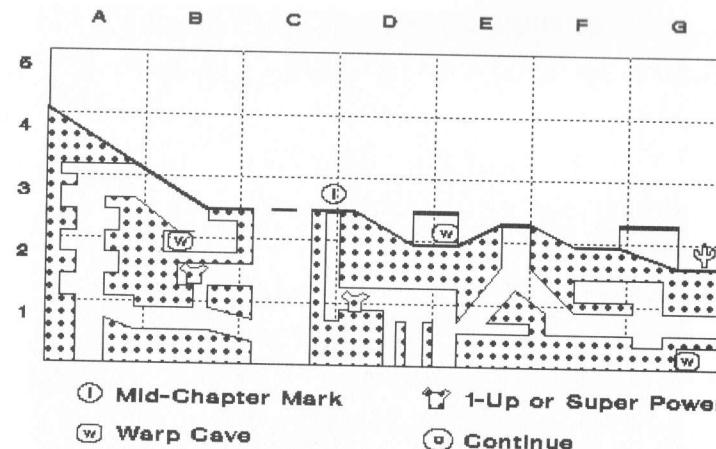
**Take a giraffe jump to get this 1-Up.**



**Explode up to reach this 1-Up.**

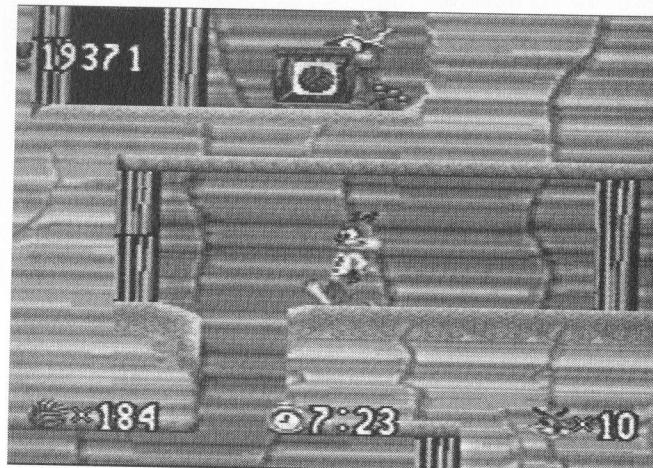


**Jump up and trip the switch.**



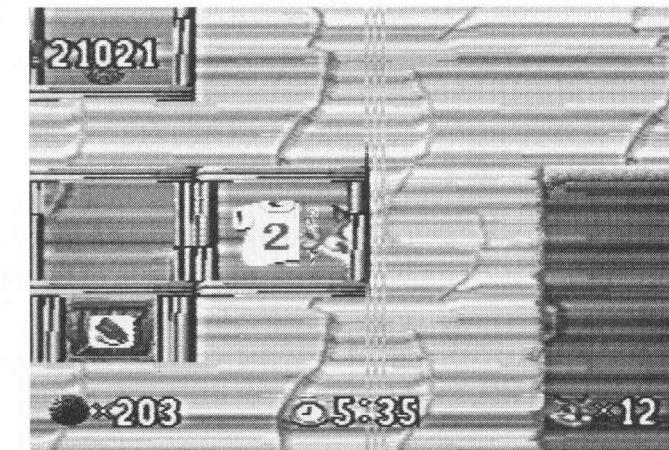
Map 7-1

The canyon adventure begins at B-3. Jump over to the platform at C-3 and ride it down. Then, jump off and glide against the left wall. You'll land on the ledge at B-3. Hop to the left and pick up the 1-Up.



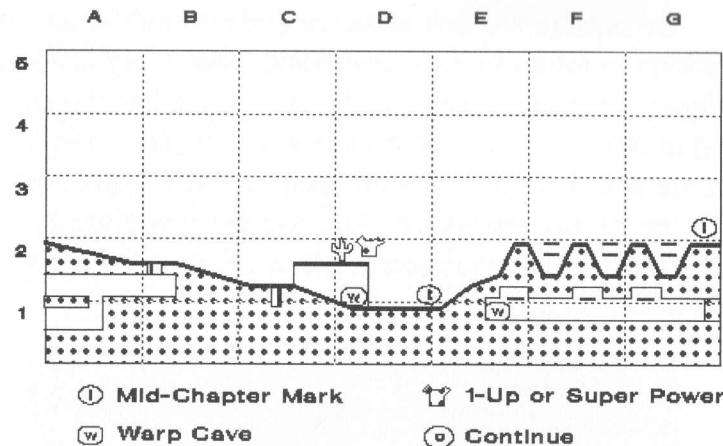
**There is a 1-Up behind the wall.**

Go back to the wall entrance and wait for the elevator platform to return to its lowest point. Take a big jump and return to the top. Continue to the right. Glide into the prairie dog at D-3. Then hop into his tunnel and explore. You'll find a 2-Up at D-1. This 2-Up is not easy to reach. You'll have to balance on two ledges and lure two ceiling creatures into falling down. After you reach the 2-Up, step on the dynamite box at C-1 for an explosive exit!

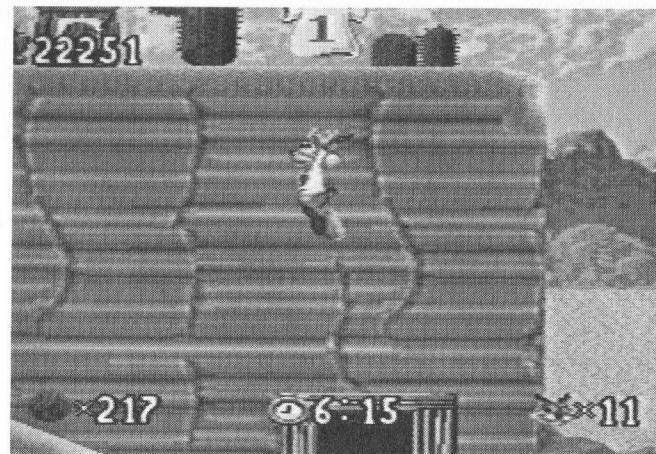


**It will take some cat skill to reach this 2-Up.**

Continue above ground to the right. Watch out for those prickly cactus plants, and exit into Map 7-2.

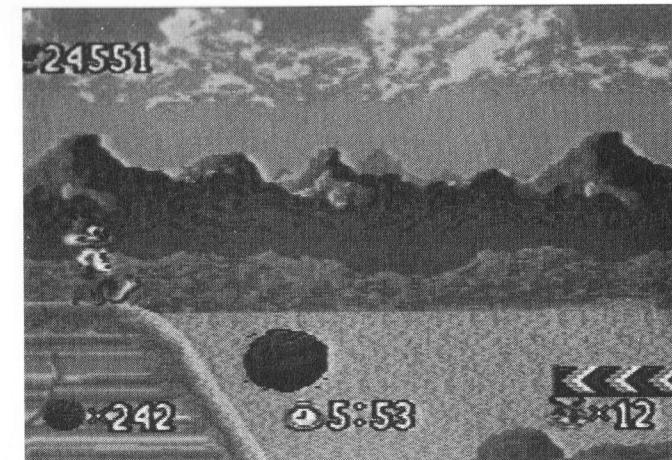


Stop at D-2 and stand on the doorway above the Warp Cave. Jump up high and you'll reach the 1-Up on the ledge above. Trip the Mid-Chapter Mark and continue to the right.



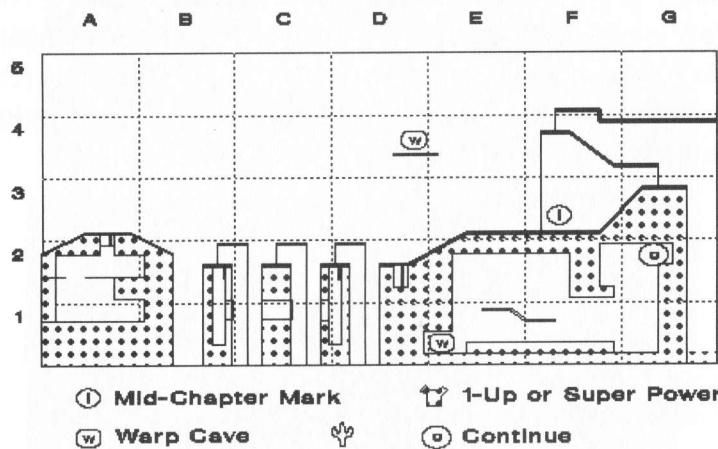
**There's no risk if you get it this way!**

Wait for the rolling rocks to clear before you start across the valleys. Hop to the center platform. Then, hop again to the other side. Be sure to glide into a landing and stomp a few Woolies.



**Wait for the rocks to clear before you jump.**

Trip the chapter mark at G-3 and move onto map 7-3.

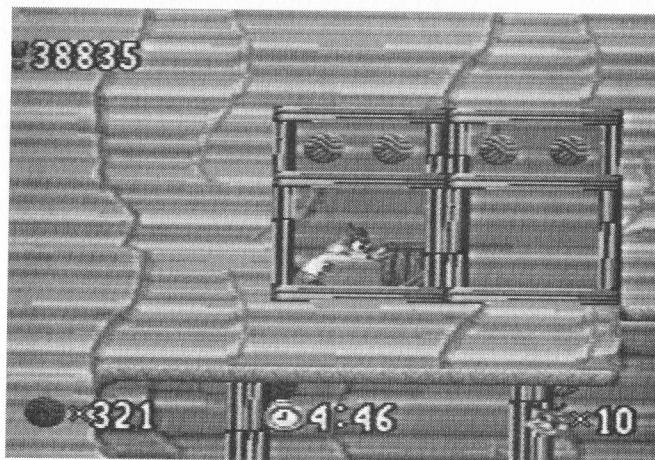


Continue to hop and glide over to the right. Trip the Mid-Chapter Mark at F-3 and work up the ledges to F-4. Take a running start and jump/glide back to the left. Follow the yarn balls to the platform at D-4.

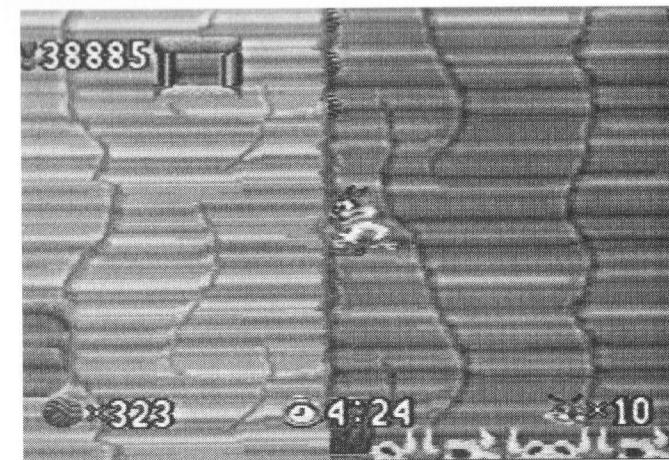


Take a running jump to reach this platform.

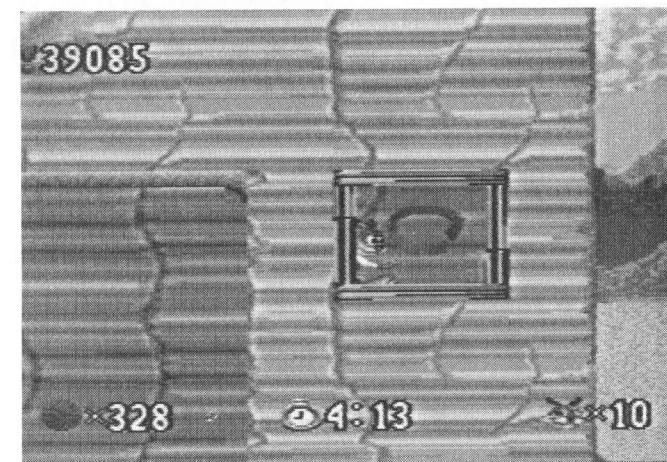
Enter the Warp Cave to E-1. Inside the cave, jump up to the platform and push the Box off the ledge to the lower floor. Now, go behind the box and push it all the way to the right. It will fall down and provide a place for you to stand and jump up to the left ledge. From there, hop up to the right and retrieve the Continue! Wow! That was a lot of work.



Push the box down to the lower floor.

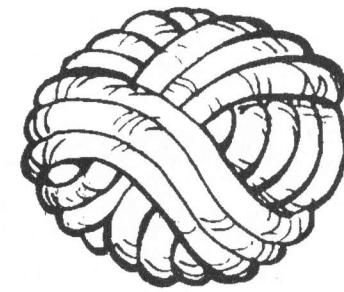


Jump from the box up to the ledge.



Jump over to the right for the Continue.

Now warp your way back to D-4, jump down to F-4 and exit to the right. Chapter 7 is yours!



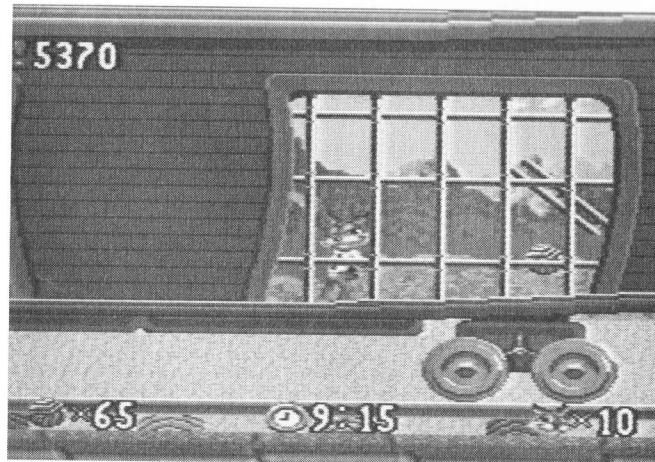
**Chapter 8**

**A Fistful of Yarn**

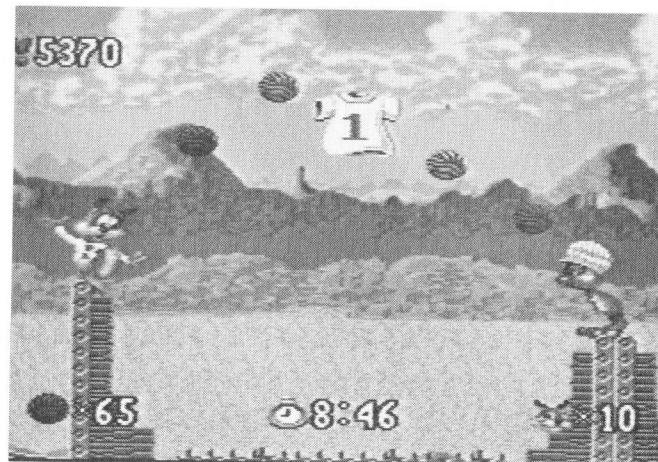
## Chapter 8

# A Fistful of Yarn

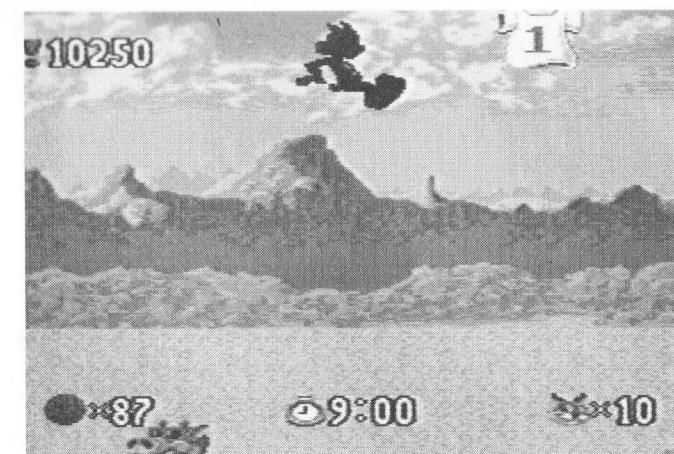
**The Train Ride**—Here are a few locations to find 1-Ups among the railroad cars. It may take you a few tries to make your run all the way to the engine. Be patient! The secret of the trains is to learn the Woolies' locations.



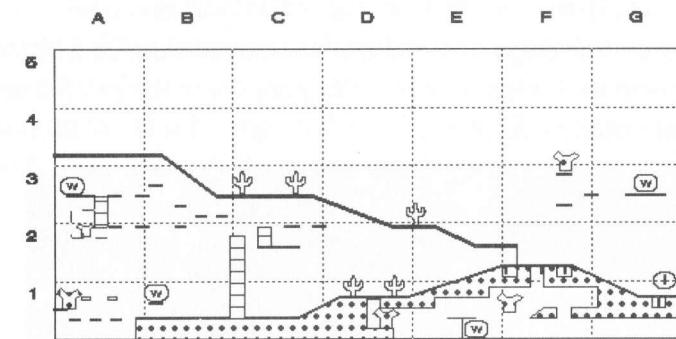
Your first I-Up is hidden in the box car.



The next two I-Ups are in your path.

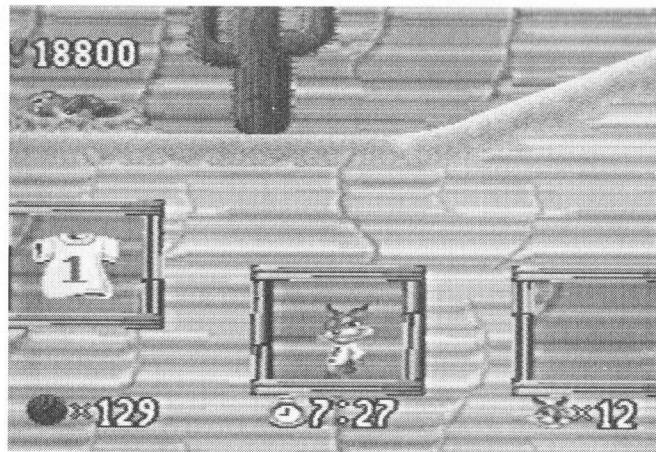


The fourth I-Up is between giraffes.



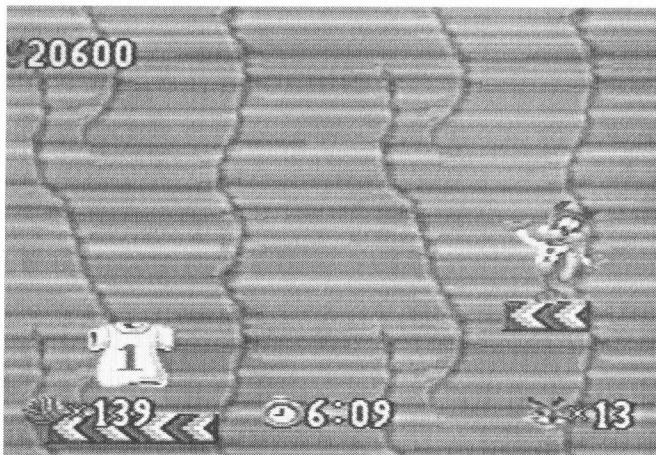
Map 8-1

Now, into the canyon for some real fun! You begin map 8-1 in between the cacti at C-3. Hop and glide over to the right. Stomp out the first three prairie dogs at F-2 and jump down the center hole into the cave. Pick up the invincibility shirt at F-1 and hop over for the 1-Up shirt at D-1. For a little fun, rush over along the tunnel to the right, while the invincibility shirt has its power.



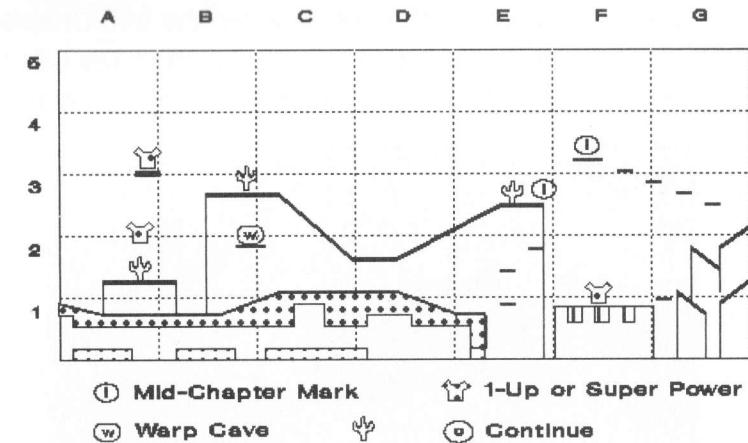
Pick up the 1-Up under the prairie dog.

Now enter the Warp Cave at E-1 and zap over to B-2. Stand on the ledge above the Warp Cave and give a big hop and glide to the left. Continue to jump over the platforms to find the next 1-Up at A-1.



It will take a little balance to reach this 1-Up.

Now warp your way back to the tunnel and hop up to F-2. Continue to the right, stomping the next prairie dog; trip the Mid-Chapter Mark at G-1, and move on to Map 8-2.

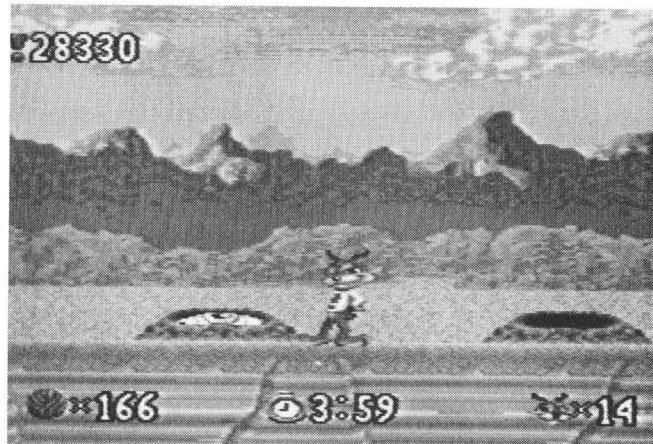


Ouch! Watch out for that sand shark! Get rid of him the same as any other pest! Just hop and glide into him! Move over to D-2 and hop up to the upper ledge. Now move back and up to the left. Hop off the ledge at B-3 and glide down to A-2. Pick up the 1-Up above the cactus at A-2.



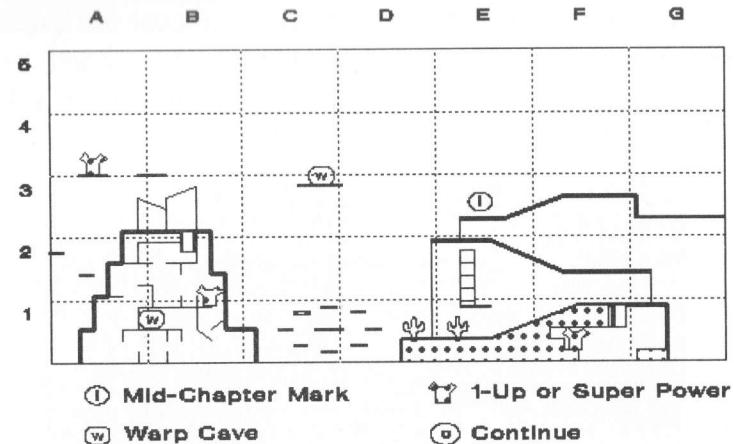
Glide down carefully to get next to this 1-Up.

Now move back up the right and trip the Mid-Chapter Mark at E-3. Glide off the ledge and land on the three prairie dogs at F-1. The middle dog is hiding a 1-Up in his hole!

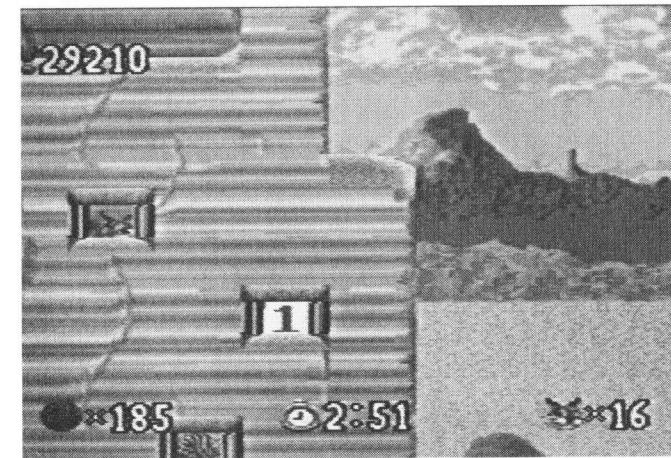


**There's a t-shirt hiding in one of these holes.**

Now, hop over to the right and jump over to the platform and up the wedge ledges at G-2. At the top, jump over to the ledges and continue into Map 8-3. Be fast—these platforms drop away!

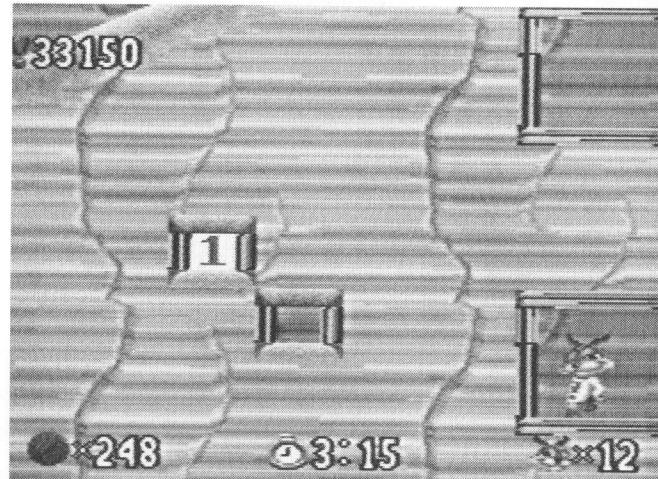


Hop up the cliff ledges to B-3. Watch out for that pesky egg-throwing Woolie up above. Wait for three egg drops. Then, hop up and stomp him. Next, jump down the prairie dog hole at B-3 and retrieve the 1-Up at B-2. Use the map to help guide yourself back out to the top.



**It's easy to get in for this one, but not so easy to find your way out!**

Hop down the cliff ledges to B-1 and over the circular pattern of platforms to D-1. Don't land on those cacti! Now move to the right and down the prairie dog hole again at F-1 to grab the 1-Up.



**Stomp a few dogs to get at this 1-Up.**

Work back up to E-3 and off to the right to finish this chapter.



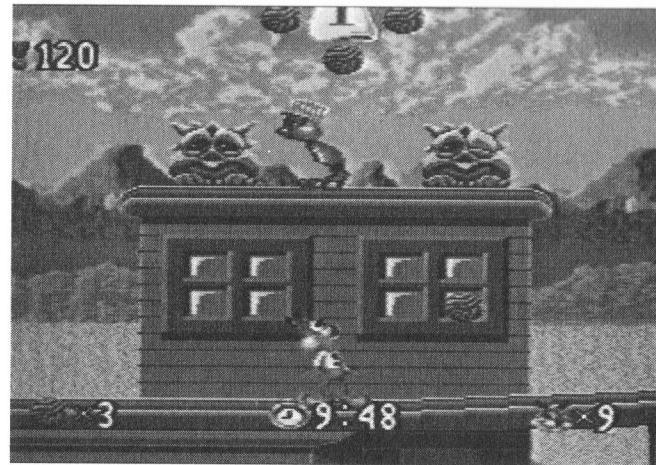
## Chapter 9

# Dances with Woolies

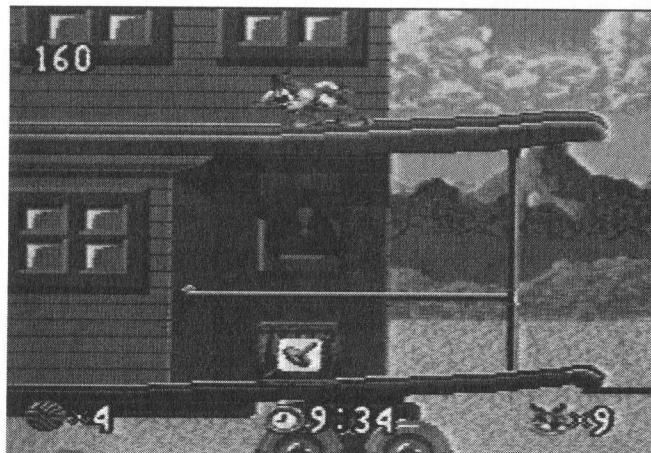
## Chapter 9

# Dances with Woolies

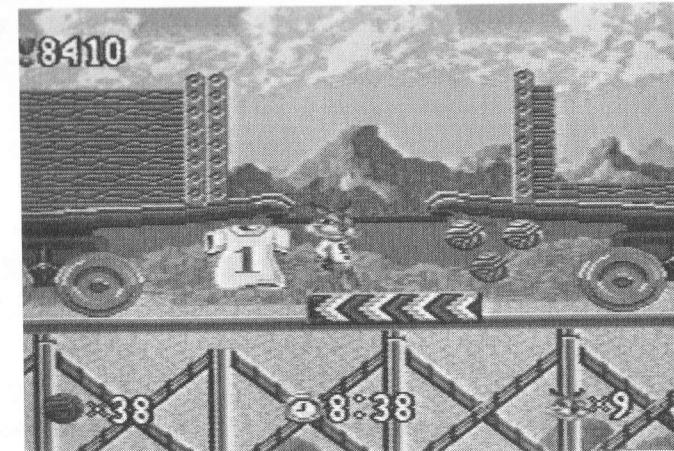
**The Train Ride**—Well, I bet you're glad this will be your last train ride for a while! This one is really difficult. Here are a few locations to find 1-Ups among the railroad cars. It may take you a few tries to make your run all the way to the Engine. Be patient! The secret of the train ride is to learn all the Woolies' locations.



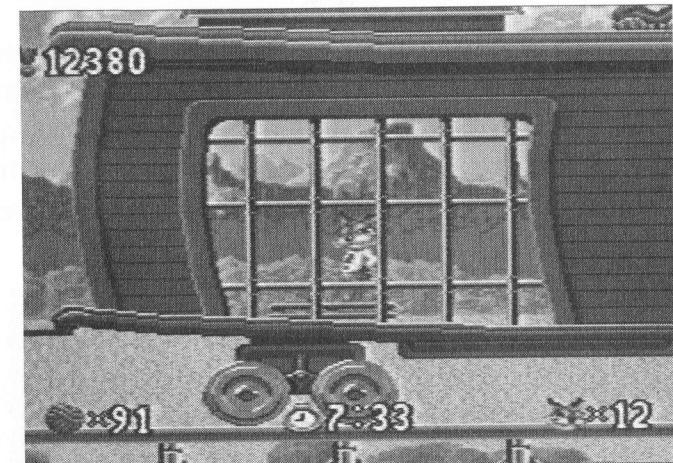
The first 1-Up is directly above the caboose.



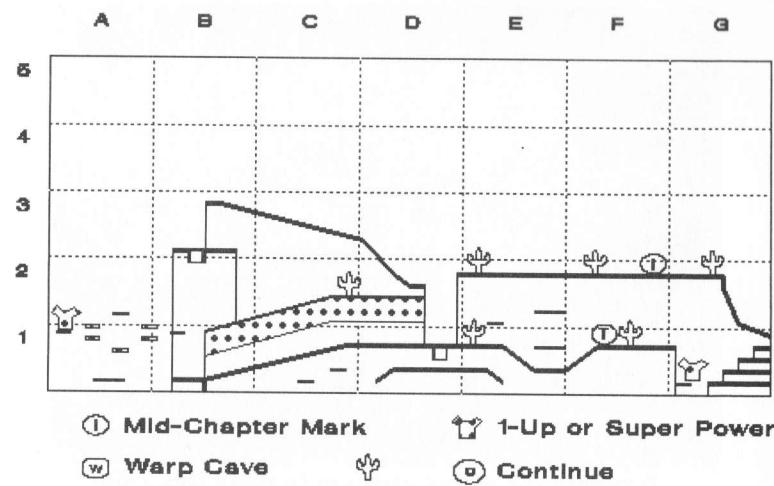
Pick up the black t-shirt and clear the Woolies away as far as you can go.



Hop onto the sliding platform to reach this 1-Up.



There's a 2-Up hidden just to the right!

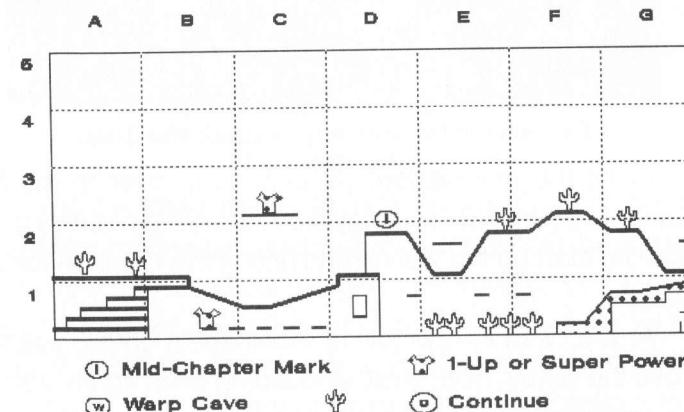


Now we're into the canyon again. The final boss battle is waiting for us to the right, pardner! But, let's not start out in the obvious direction. Hop back to the left and glide down the canyon walls to B-1. Hop and glide over to the platform at A-1 and stand still in the middle! It will lift you up to the circular platforms. A 2-Up is waiting for you up to the left.

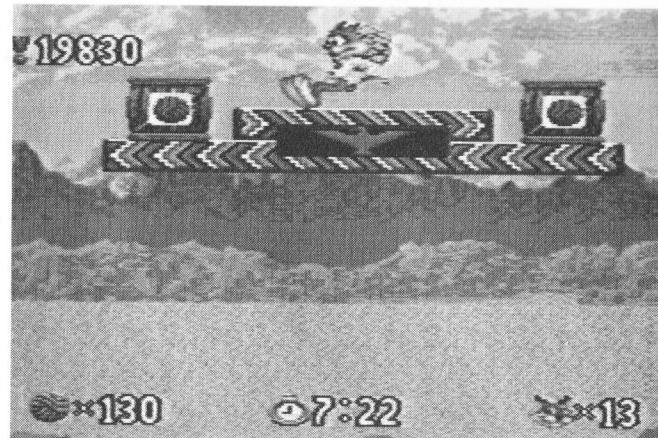


A little balancing act will let you reach this 2-Up.

Now hop back to the right. Glide down to B-1 and take the ramp up to the prairie dog hole at D-1. Hop over the cactus to the right and onto the sliding platform. Hop again to the next platform at the right. Then take a big A button jump to the upper canyon level at E-2. Stomp a few Woolies and tumbleweed as you jump to the right and trip the Mid-Chapter Mark at F-2. One more hop over the cactus and you're on to the next map.



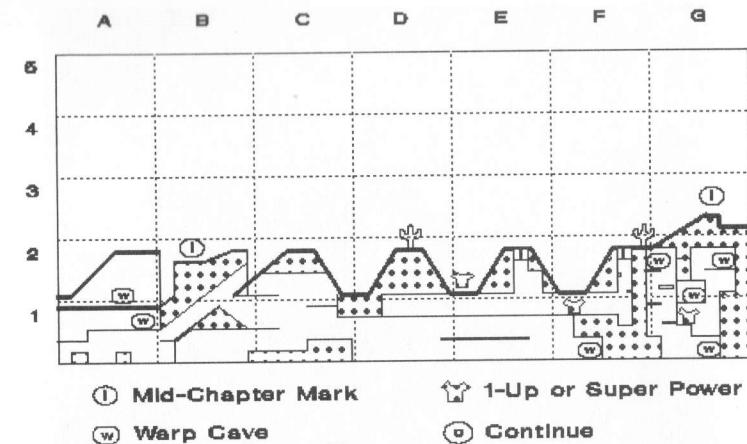
Hop over the cactus and go slowly down the incline at B-1. As you reach the bottom, jump squarely onto the dynamite box and it will take you high into the sky. This is the only way to reach the 2-Up at C-3.



Dynamite is the only way to reach this 2-Up.

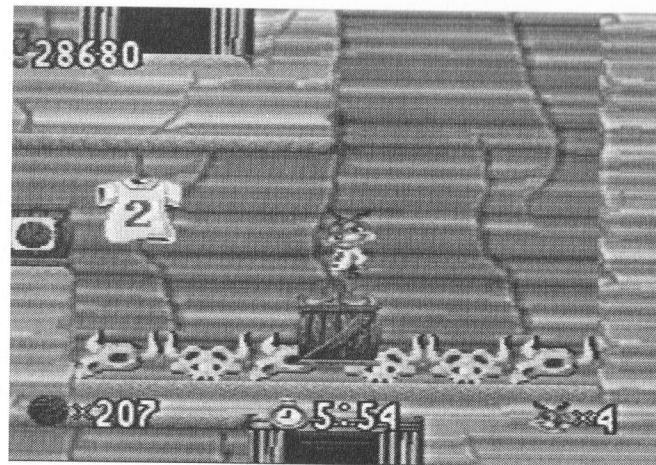
From the sky platform at C-3, glide over to the Mid-Chapter Mark at D-2. You may also reach this point by taking a running start up the incline and hitting the A button for your takeoff!

At E-2, wait for the rolling rocks again before you leap across the valley. Hop, glide, and stomp once again. It's over the cactus and through the Woolies to the end of the map we go. One more rolling rock valley at G-2 and you're up to map 9-3.



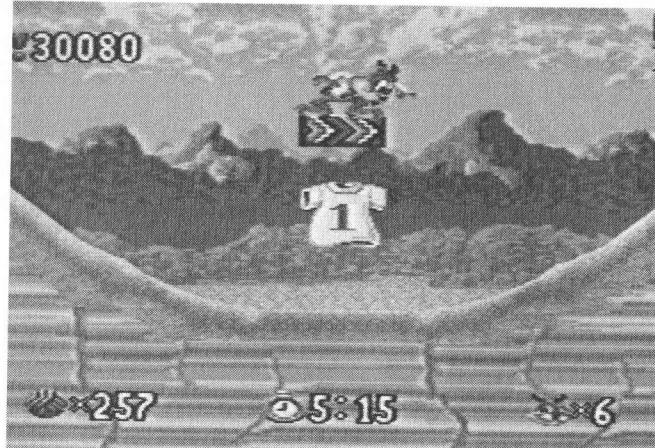
Map 9-3

Trip the Mid-Chapter Mark at B-2 and hop to the right. Hop down into the caves at C-2. Be sure to hold the controller to the right as you go out of sight! You'll end up under ground at C-1. Hop and glide to the right, making your way to the Warp Cave at F-1. This will take you to the upper left Warp Cave at G-2. Glide and zig-zag down each ledge, stomping the Woolies to reach the bottom right Warp Cave. Enter this cave to warp to the top of G-2. Push the box off the ledges to cover the bottom cattle horns at the bottom floor. Now glide to the box and jump up to reach the 2-Up at G-1.



**It will take a lot of work to get this 2-Up.**

Backtrack your steps to exit the caves at C-2. Hop across the valleys to E-2. Hop down to the bottom of the valley to reach the 1-Up.



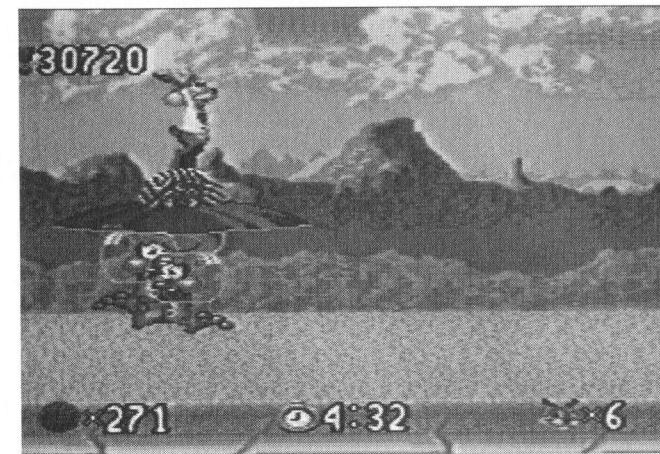
**You'll need all the extra lives you can find to make it through the final battle of this chapter.**

Hop down the prairie dog hole at E-2 and move to the right for another 1-Up. Now blast out of the hole by stepping on the dynamite box at F-1. Continue to the right and trip the Mid-Chapter Mark at G-3.



**Hop down the prairie dog hole for this 1-Up.**

You've reached the Boss Woolie battle. To defeat this character, use all the cat-gliding time you can make. The secret is to stay in the air and bounce off the flying saucer as much as possible. After the saucer is blown away, stomp all the Woolies that are left on the ground. This won't be easy, but a sharp cat like you can do it!



**Keep bouncing and gliding in the air as long and as much as possible. Stay off the ground!**



## **Chapter 10**

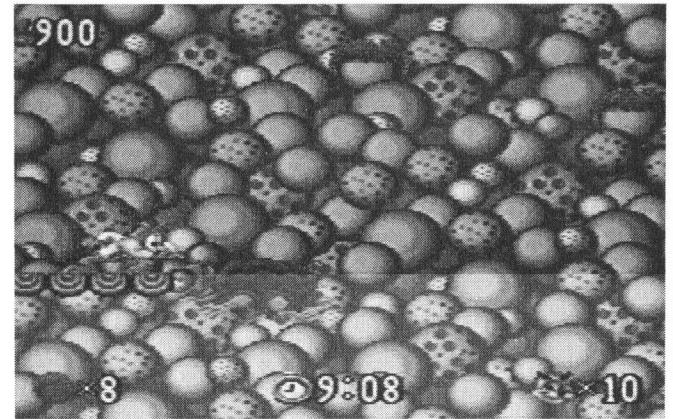
### Beavery Careful

# Chapter 10

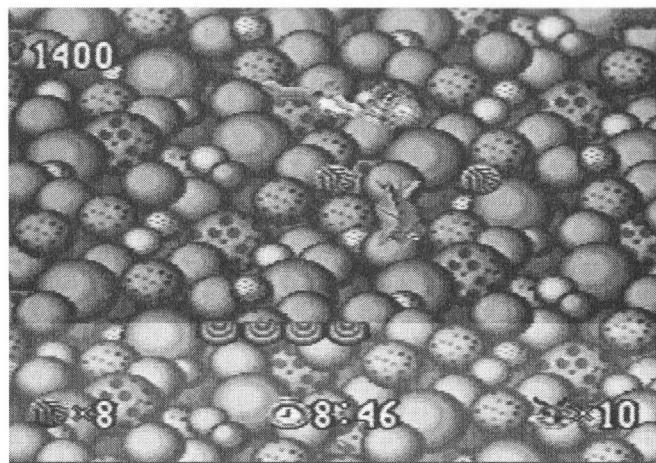
## Beavery Careful

Hey, it took a lot of talent to get here, but watch out! Because of me, we don't need as many 1-Ups. Oh, don't mention it—I'm just here to be the main man—hero stuff and all that!

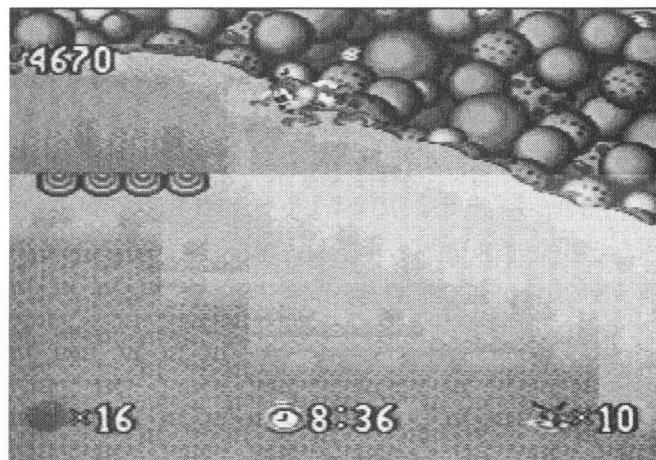
Anyhow, here are a few tricks you need for an easier time of Woolie stomping through Chapters 10, 11, and 12.



To reverse the direction of the raft, stomp on the  
snorkle turtle that pushes left.



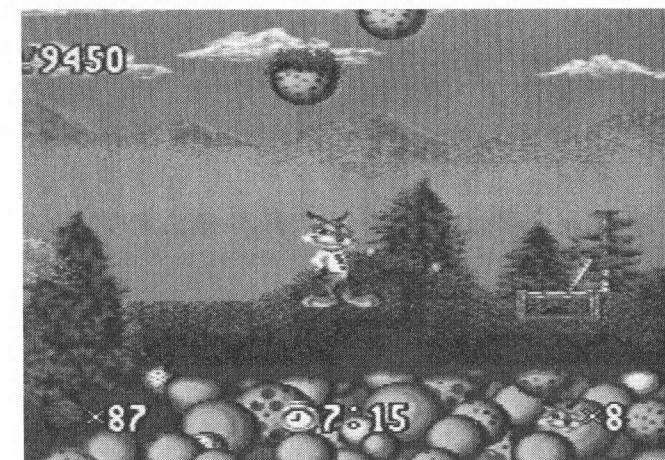
Jump or glide into all the creatures that are in the water.



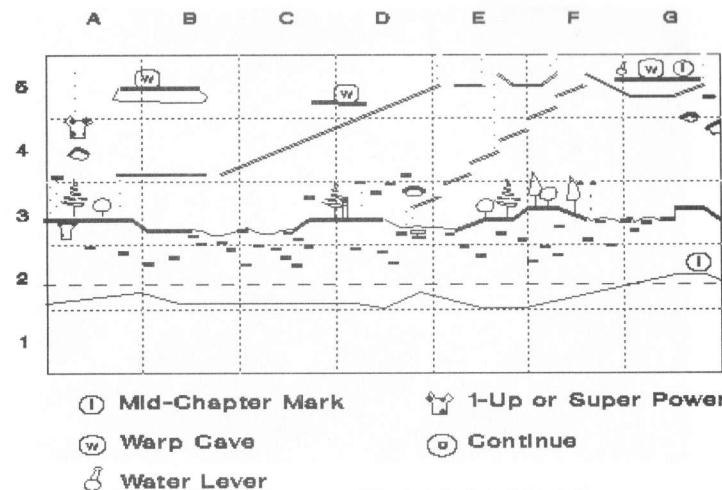
Wait anywhere by the water, and a raft will appear.



Don't jump on those pointed tree stumps! They hurt!

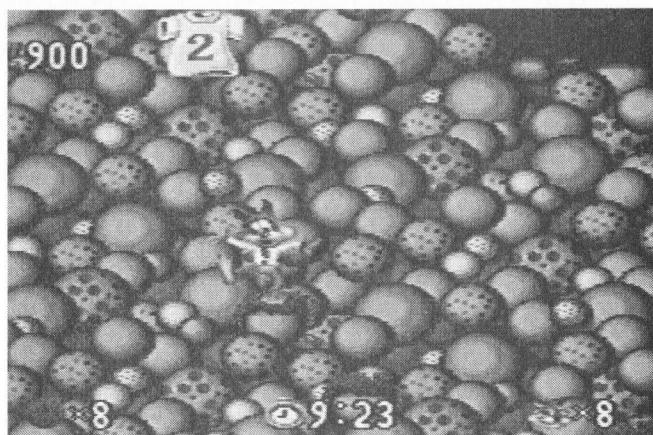


Use the water levers to drain the river, giving access to warp doors. Others only reverse the direction you flow over geysers.



Map 10-1

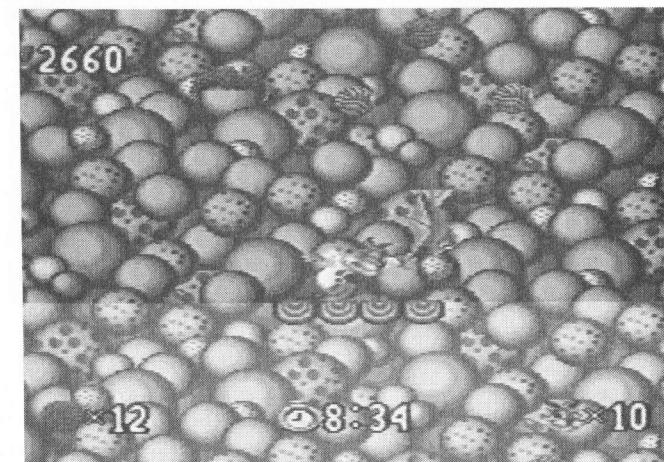
We start off at location A-1. Hey, look at that 2-Up down below. Let's go get it. Hop off the ledge to the right and jump down the steps to the river bed. Wait at the lowest step, and a raft will appear from the left. If you wait, a snorkel turtle will come along to push it left. Hop on and ride back to the left. Jump up to the first low steps and hop back and up to the left for the 2-Up.



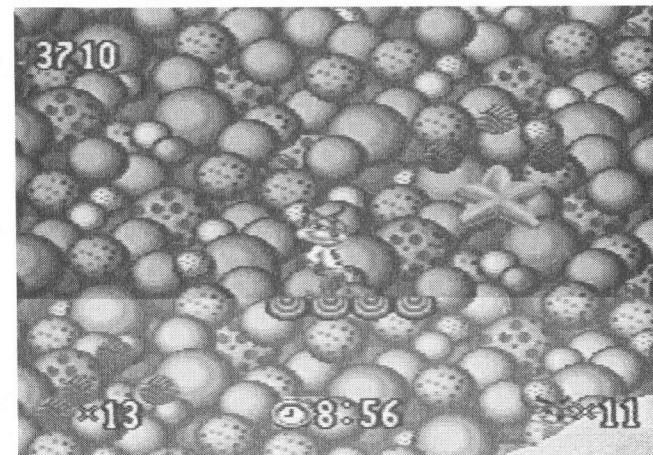
Hey! This is the only one I could find! So try looking for more yourself!

Now, stay all the way to the left and glide back down to the river. You'll land on the raft. Stomp on the turtle and the raft will drift back down the river to the right.

As you ride along, watch out for fish and other water creatures. They'll jump up at you. I just don't like water, or for that matter, anything that lives in the water. Use the old hop-and-glide tactics for most of these creatures.

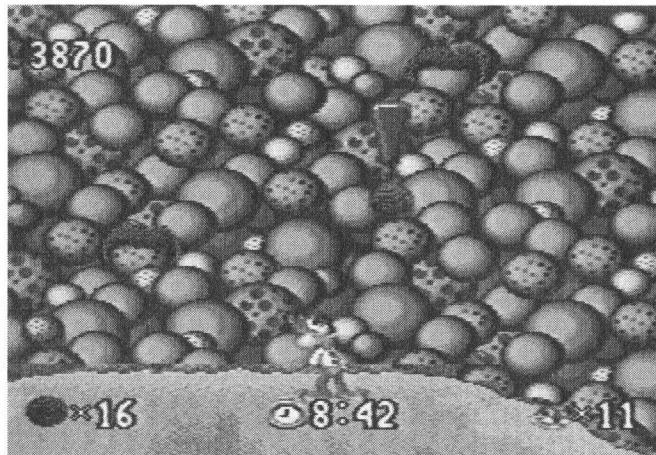


Jump up and glide into these scaly specimens.

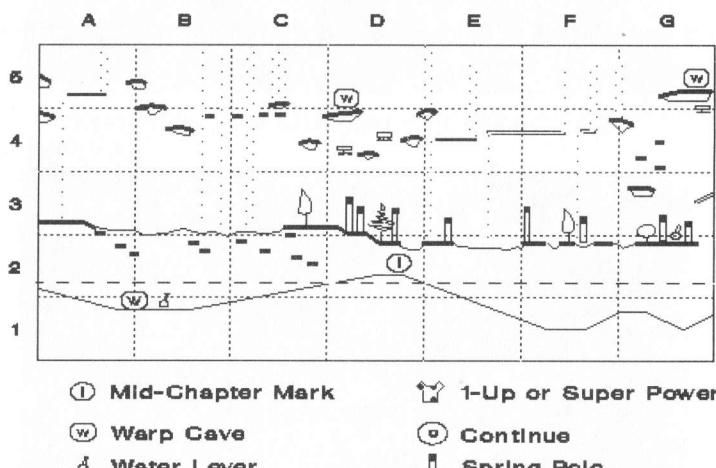


The only stars around here belong on my door!

Travel all the way to the first sandy landing area. Then, hop out and trip the Mid-Chapter Mark G-2. Then, we're on to Map 10-2.



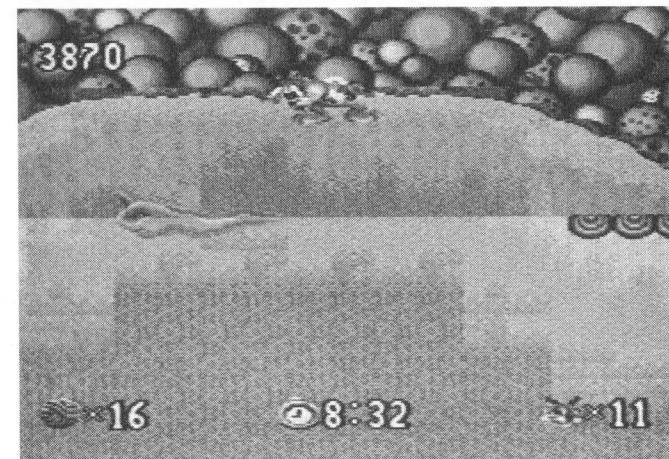
We can always start again from here!



Map 10-2

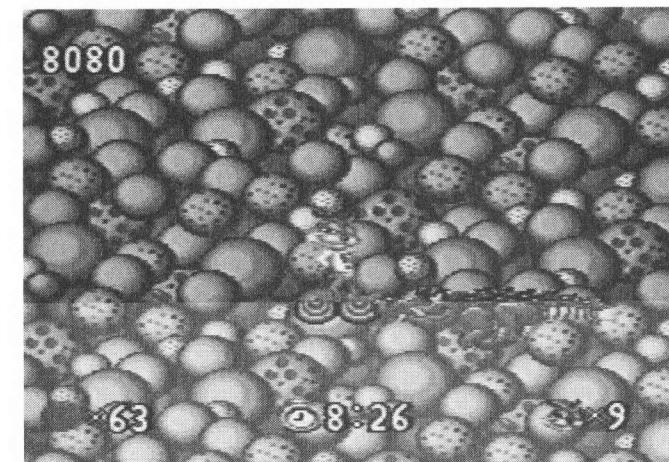
Walk down the right side of the beach and wait for the next raft to float by. See that Narpole swimming in the water? Let's glide out and stomp him. On the rebound, we can glide

back up and onto the raft. This move is a little tricky, but you'll learn it with practice.

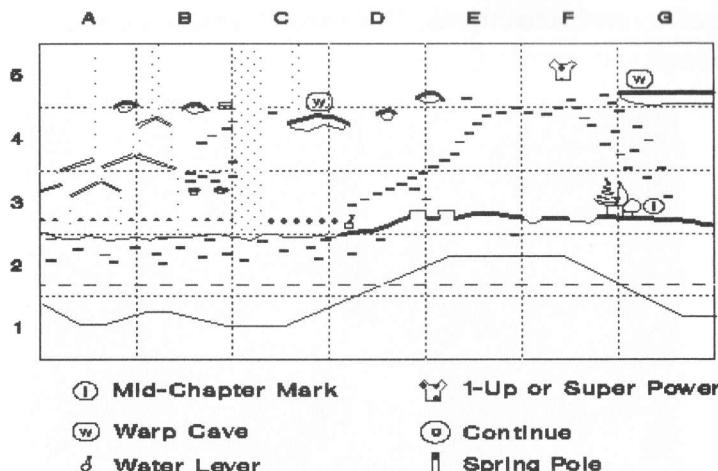


This guy can get to be very annoying unless we stomp him now!

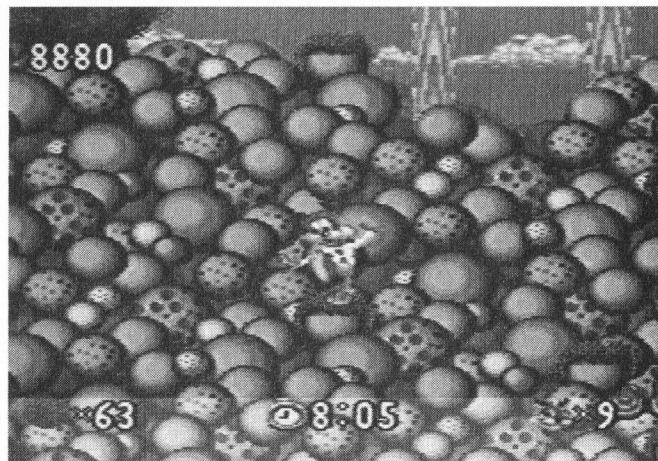
Continue on to the right and the next Mid-Chapter Mark at D-2. As you drift along, hop and glide into the rest of those water misfits. Continue riding to the right into map 10-3.



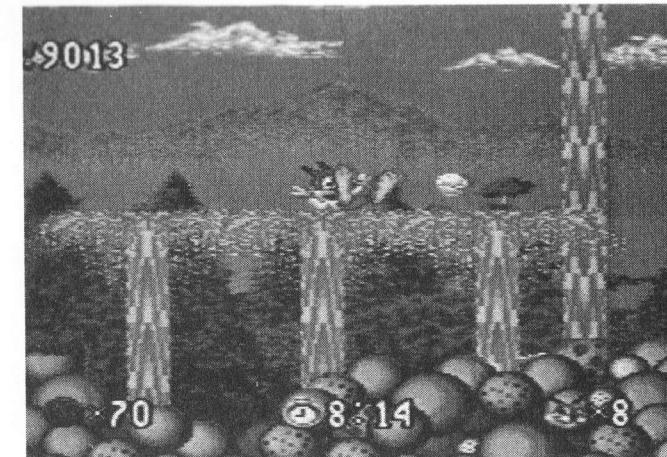
Anything that likes water is certainly no friend of mine!



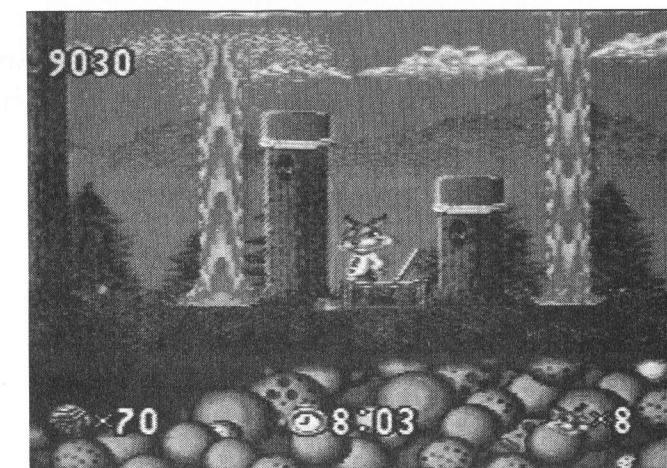
When steps up the bank come into view, hop up. At the top, you'll see geysers. Jump up and take a ride to the left. On the land at the left (Map 10-2) trip the water lever. This will reverse the direction in which the geysers push you. Now hop back over and ride the geysers to the right. Be sure to give a little hop between each geyser.



Take the steps up here to the geysers.



Hop up on top of the geysers for a wild ride.



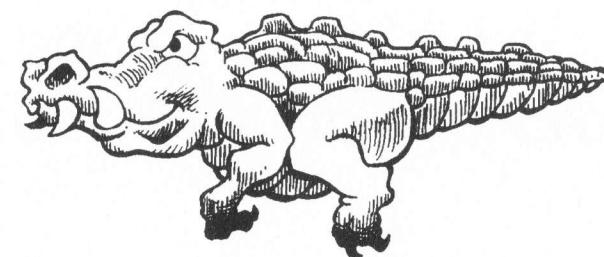
This lever well let you ride the geysers to the right!

Now stay above ground and hop across to the right. Watch out for the pointed tree stumps! Hop over them and stomp over to G-3. Trip the Mid-Chapter Mark and hop up the steps to G-5.



**Be sure to trip this mark for a quick return to the chapter end.**

If you're in for a little exploring, enter the Warp Cave and return across the sky way to map 10-1 (trip the water lever at G-5 to drain the river bed). If not, continue to the right to finish Chapter 10.

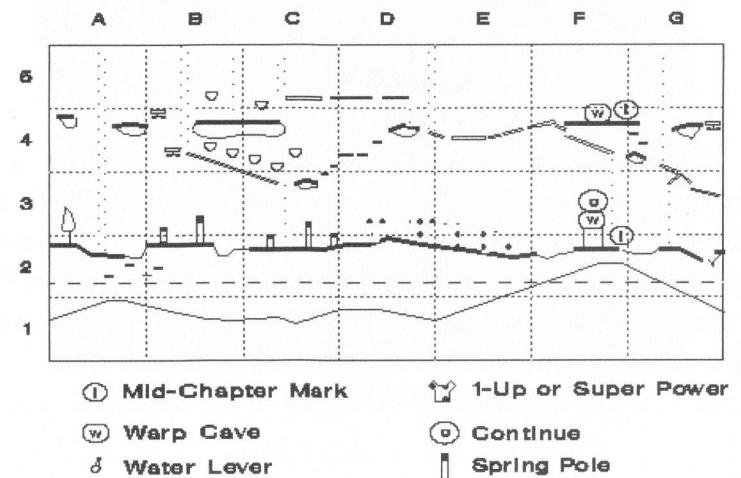


## **Chapter 11**

# **Rock Around the Croc**

# Chapter 11

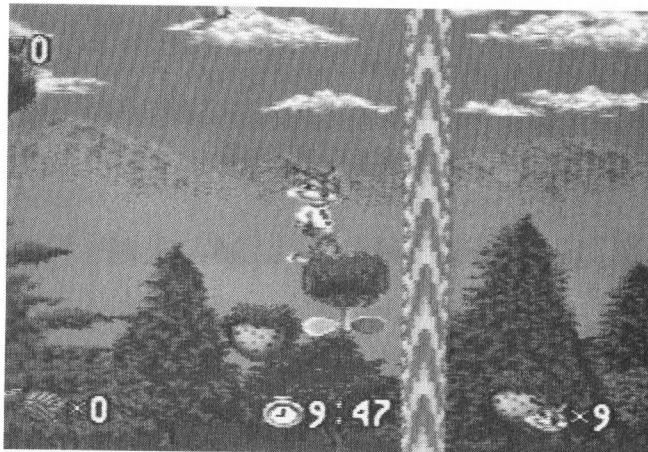
## Rock Around the Croc



Map 11-1

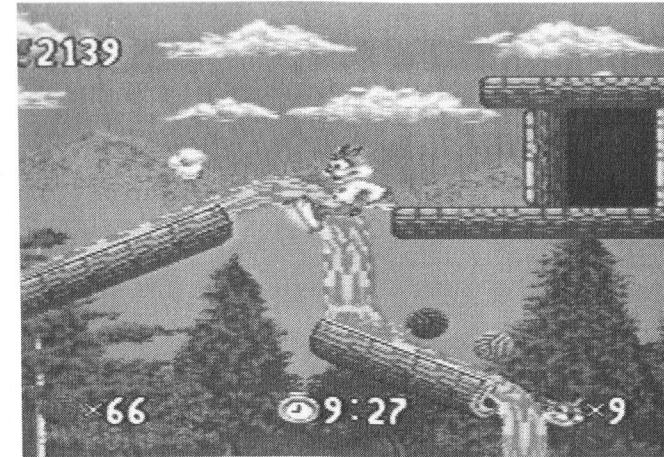
Jeepers! I don't get paid enough for this kind of pain. All you can do in a tough chapter like this one is pick yourself up and try, try again. Well, at least take these next tips and maybe you'll make it through some tough areas. Go slow and look before you leap.

We start out at A-2. Jump over the ledge to B-2. Watch out for those sharp tree stumps! Hop up to the Spring Pole and jump up to the helicopter pad at B-4. Ride it over to the left and jump up onto the first land platform.



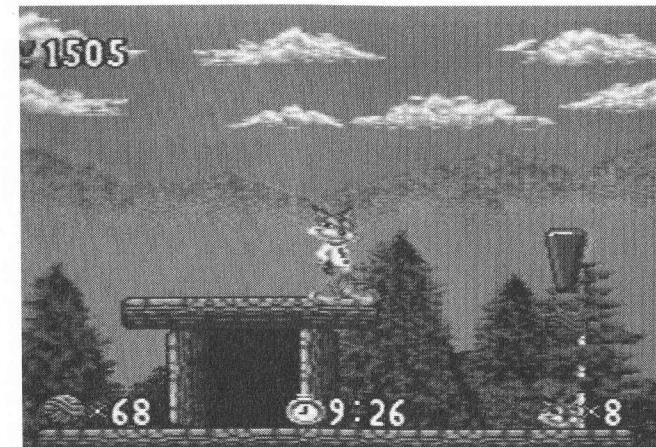
**Get used to these helicopter pad rides. They make this chapter go a little easier.**

Take the next helicopter pad back to the right and jump off on to the land at B-4. Stomp out the Woolie and jump up to the water plume. Ride the plume over to D-4. From the land platform, jump onto the next plume flowing over to F-4. Be ready now! Jump off just as it peaks to the top. You'll land on the platform at F-4.

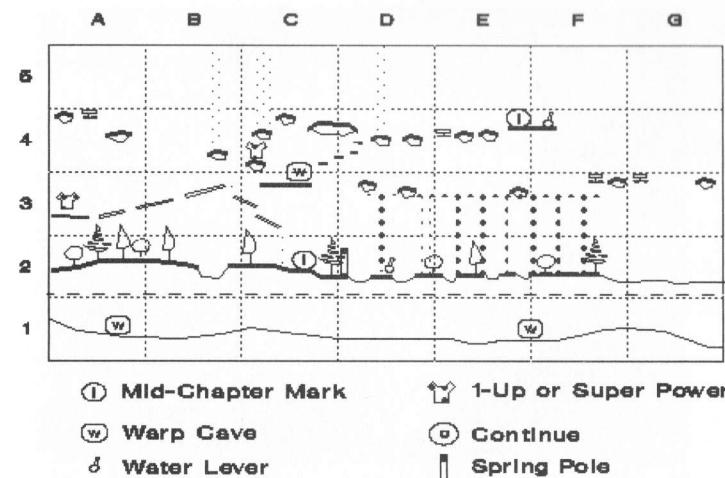


**Be ready to jump off quickly!**

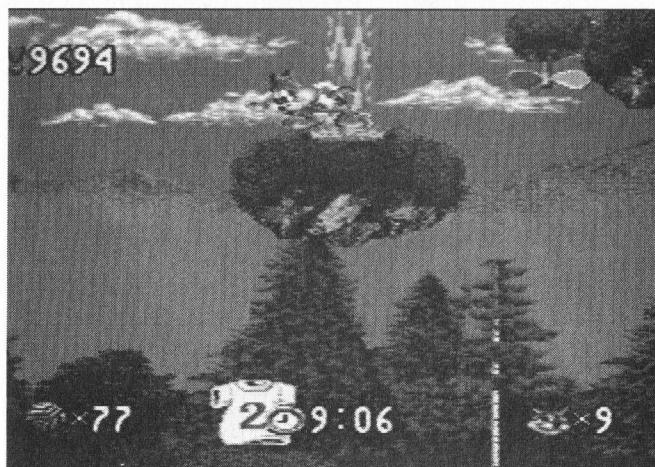
Pass up the Warp Cave and trip the Mid-Chapter Mark. Take a little jump to the right and hop onto the next land platform at G-4. Hop onto the helicopter pad and ride it into Map 11-2.



**Be sure to trip this Mid-Chapter Mark.**

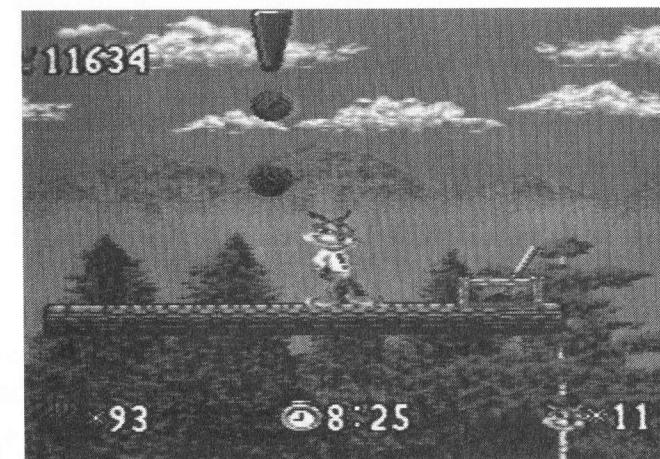
**Map 11-2**

Ride the helicopter as far as it goes. This will take you to C-4 on Map 11-2. Hop back down and to the left to the land platform directly under the waterfalls. Hop and glide again DIRECTLY below and you'll find a RARE chapter 2-Up.



I-Ups are scarce to find again!

Hop back up to the left and around to the big land platform between C-4 and D-4. Jump over the smaller land platforms to the Mid-Chapter Mark at E-4. Trip the mark, but not the water lever. This lever will reverse the direction of the geysers below.



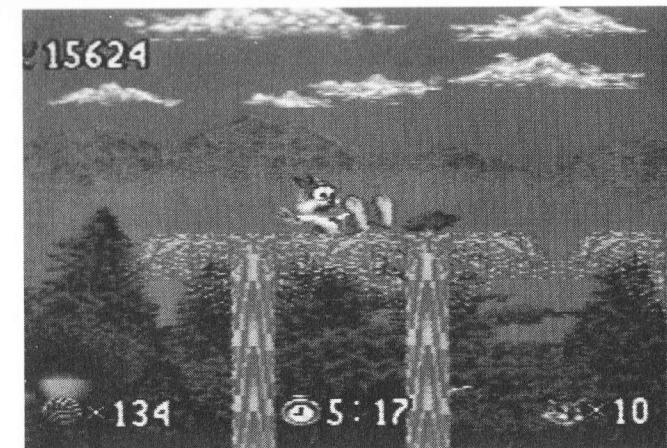
This lever will let you ride to the right over the tops of the geysers.

Glide down to ground level. If you follow a geyser down, you'll find dry land below! Make your way back to the left and trip the water lever at D-2. This will drain the river below. Hop over to E-2 and glide down to the bottom of the drained river bed. Enter the Warp Cave at E-1 and guess what! You'll be sent back to retrieve the Continue ring from Map 11-1, zone F-2.

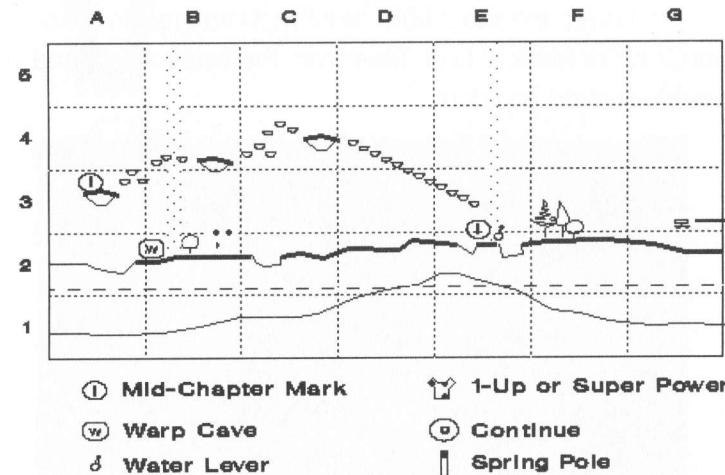


**These Continue Rings are really difficult to retrieve.**

Reenter the Warp Cave for a bonus round. Reenter again for a trip to Map 11-1, zone F-4. Enter one more time for a warp back to Map 11-2, zone C-3. Hop up and to the right, following the small pads up to D-4. Hop over to E-4 and glide down to the land pad between the geysers at E-3. It may take you a few tries to finish this land. Ride the geyser tops to the right. Take the next helicopter pad rides to the right, and into Map 11-3.



**Ride the geyser tops to the right.**



### 11-3

Trip the Mid-Chapter Mark at A-3. Then hop up and over and down the small pads from A-3 to C-4 to E-2. Trip the Mid-Chapter Mark at E-2. There are a few tricky red moths between E-2 and G-2. Be sure to use your hop and glide.

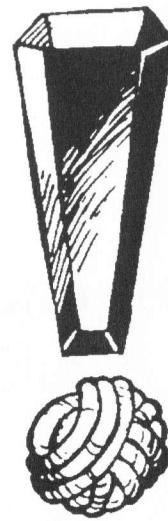


Hop and glide to clear away these bugs.

You need to take a little running jump start to reach the final Chapter Mark at G-3. Start from the trees at F-3 and you should have no problem.



Take a running start to reach the final chapter platform.

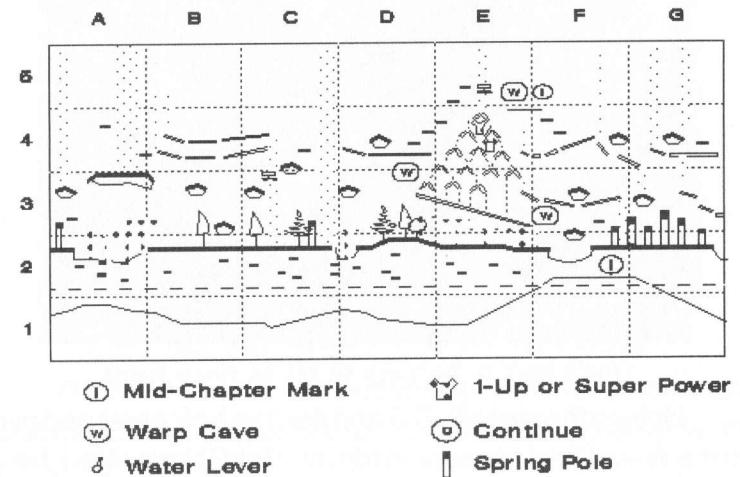


## Chapter 12

## Claws for Alarm

## Chapter 12

### Claws for Alarm



Map 12-1

OK dude this is it—we're at the last chapter in this beaver country series. It doesn't get any easier!

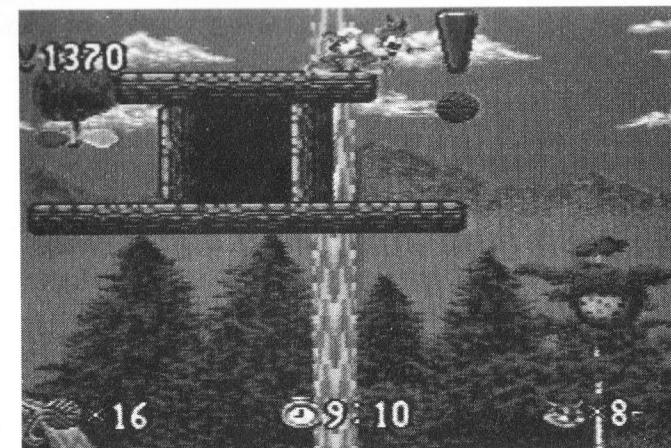
I'll show you the high road to follow, because there are more 1-Ups in the sky. Don't worry if you slip down to the ground level. Just keep heading to the right. To find safe landing areas, glide down to the base of the waterfalls. The final chapter boss is located all the way over and down at the river level. Good luck! You'll need it!

Start out by jumping on the spring pole at the start. Hop on the two ground pads at A-3. Then, jump up to the platform and glide over to the waterslide. Ride the slide over to C-3 and glide off onto the ground pad at the bottom of C-3. From there, hop up to the rotating platform and glide off onto the next waterslide running across D-4. You'll have to be quick! As you slide across D-3, jump up onto the small platform above the waterslide.



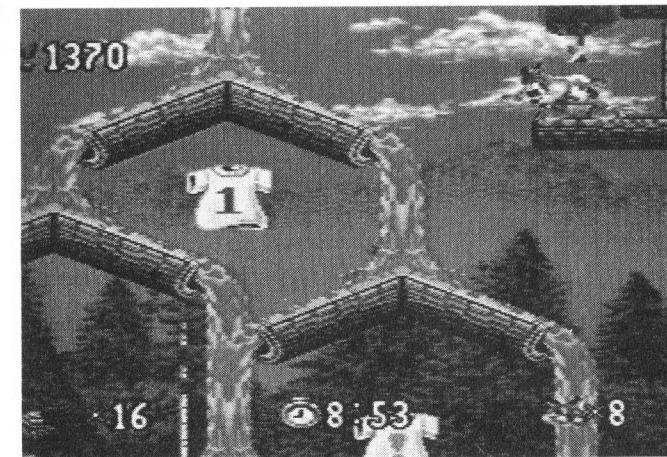
You'll have to be quick to get on these steps!

Hop up the steps to E-5 and ride the helicopter pad over to the Warp Cave. Be sure to trip the Mid-Chapter Mark here.



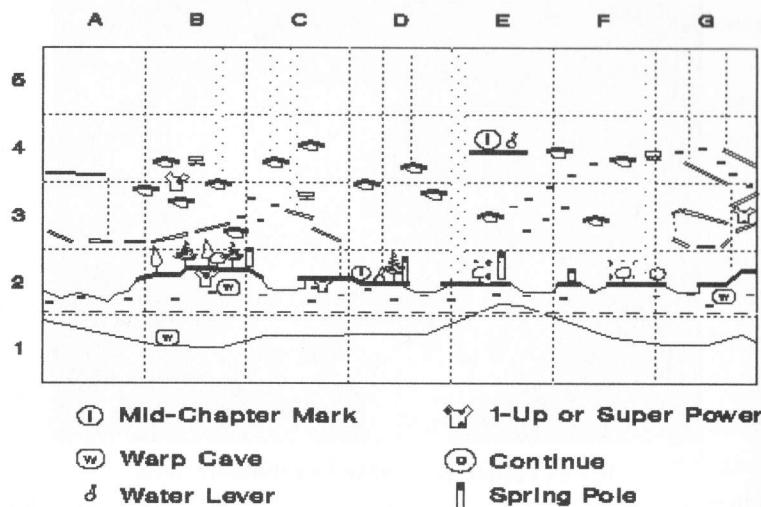
**It was rather good of me to make it here!**

Now, take a little glide back to the left for the 1-Up and invincible shirts. They're hiding under the plume waterfalls at E-4.

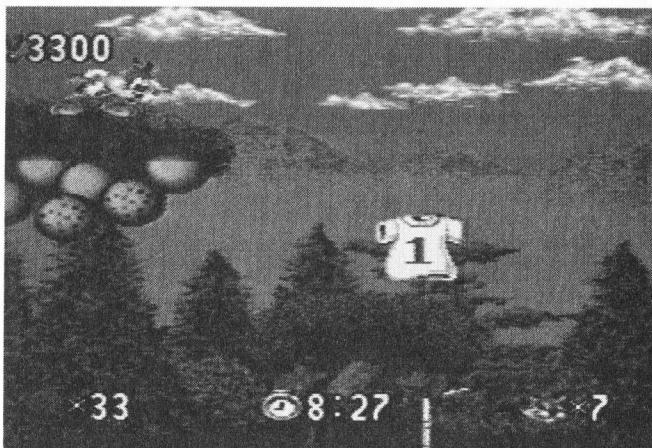


**Only your best moves will retrieve these prizes.**

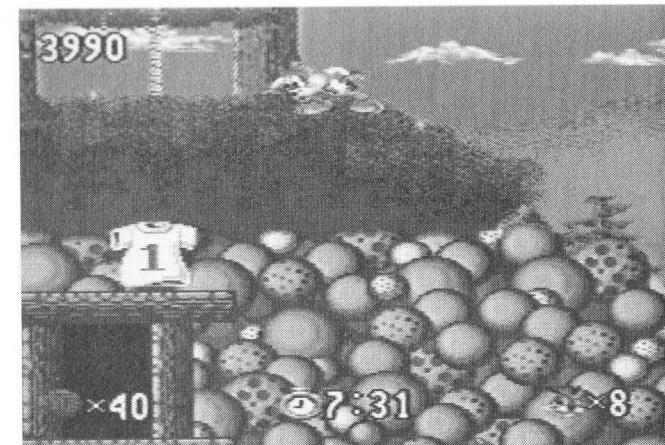
Glide on down to the bottom and continue to the right. Use the spring poles at G-2 to return to the sky platforms and move into map 12-2.

**Map 12-2**

If you arrive at this map from the upperwater slide, hop onto the land pads and hop down and around to retrieve the 1-Up.

**Only the high road will lead to this 1-Up.**

If you begin this map at the ground level, or on the raft ride, retrieve the 1-Up next to the Warp Cave at B-2.

**The low roads lead to this 1-Up.**

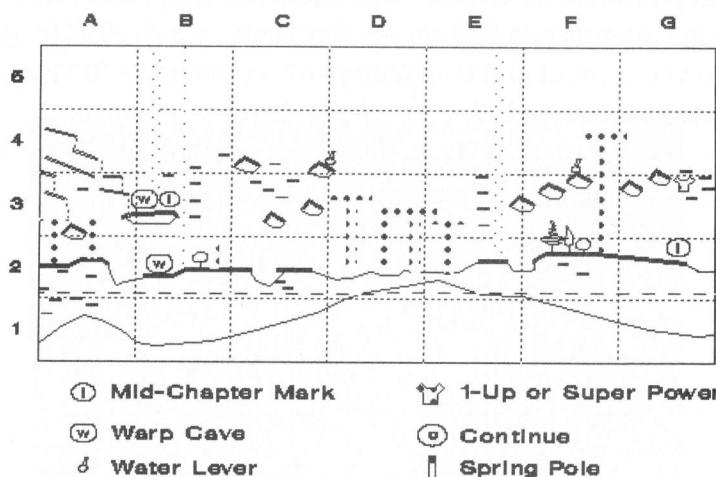
Spring off the top of the Pole at C-2 to the land pad above. Hop up the steps to the helicopter pad at C-3 and ride it over a far as it travels to D-3. From this land pad, hop over to the next pad at E-3 and up the steps to F-4. Wait for the beaver to shoot and then stomp him as you glide to the next helicopter pad at F-4.

Glide down the steps at G-4 and onto the waterslide. Be ready to hop up and retrieve the next 1-Up at G-3.



Boy, this is a lot of work for a 1-Up.

Glide to ground level and continue to the right into map 12-3. You're almost there now!



Map 12-3

Hop and glide over to the Warp Cave at B-2. Enter and take it up to B-3. Trip the Mid-Chapter Mark and hop up the steps to C-4. Now move over to the land pad on the right side of C-4 and hop off onto the tops of the geysers. If you're lucky,

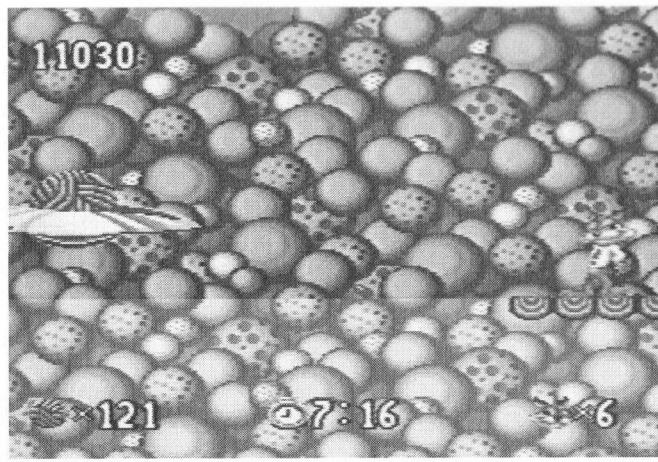
you can catch the small pad at E-3 and hop up and over to G-3 for one last 1-Up.



Not everyone can reach this 1-Up.

Remember, trip the water levers to change the pushing direction of the geysers. Glide down to G-2 and trip the Mid-Chapter Mark. At G-2, look down over the edge and wait for the rotating platform to come by. Hop on and ride it down. Look down again and wait for the raft to arrive. Glide onto those slippery river creatures to clear them away.

You're there! The chapter boss battle has arrived. This part is easy! Take my advice and you'll clear the flying saucer away in no time! The saucer will begin on the right side of the screen. Wait for it to go under water and surface on the left side. Just as it breaks above the water, take a hop and glide to bounce off the top. Keep holding down on the glide button and bounce on top of him again. Three hits and he's finished!!



Wait for him to surface on the left before you attack.



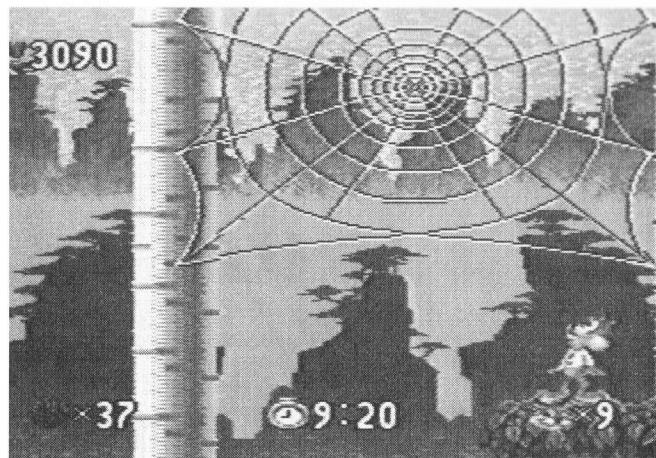
## Chapter 13

### Eye of the Bobcat

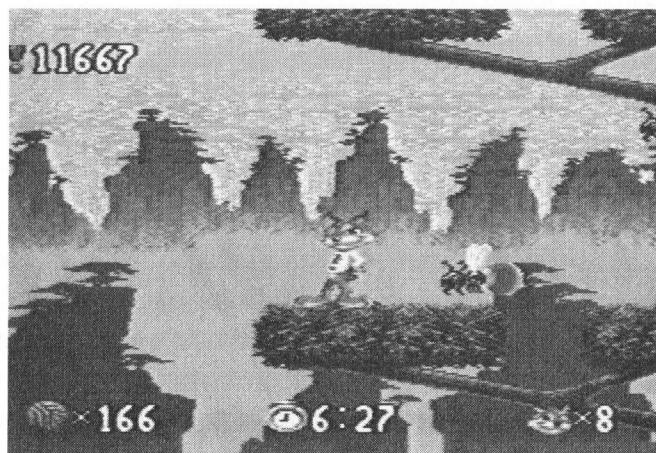
## Chapter 13

# Eye of the Bobcat

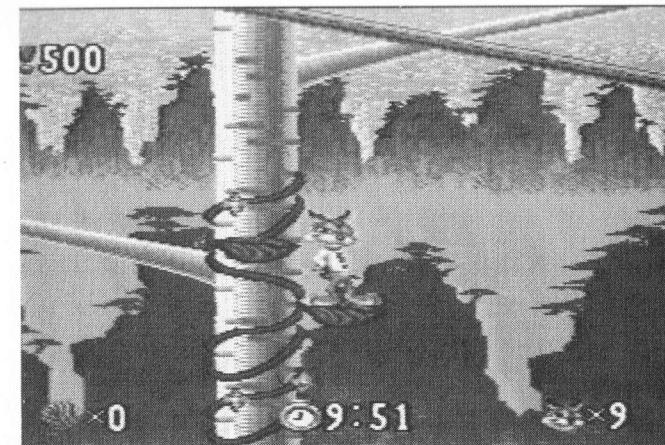
OK, put on your safari hats and let's go. This is the last adventure series before we take off into space to finish off the final Woolies. Look below for a few tips to swing through the next three chapters. Try to stay up in the trees! If you fall to the ground, you'll have to return to the left to start back up into the trees again.



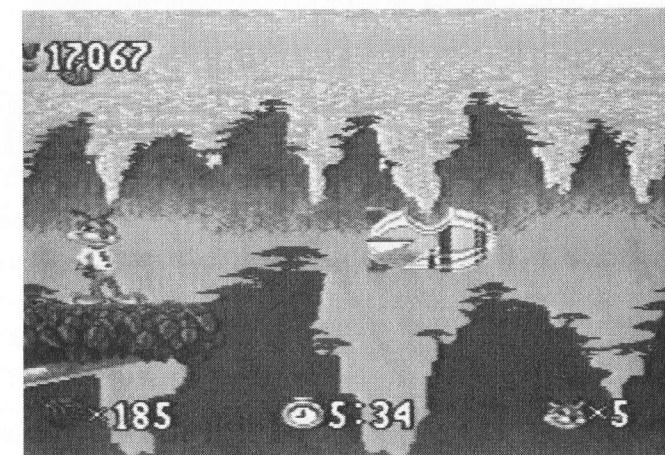
Spider Springs make a great trampoline.



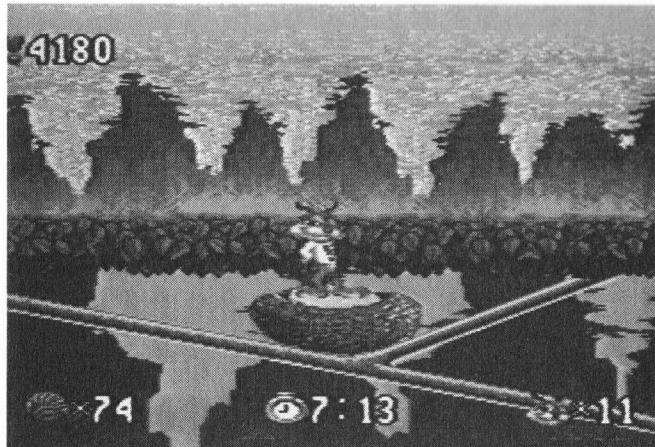
All bugs (flying or crawling) are bad!



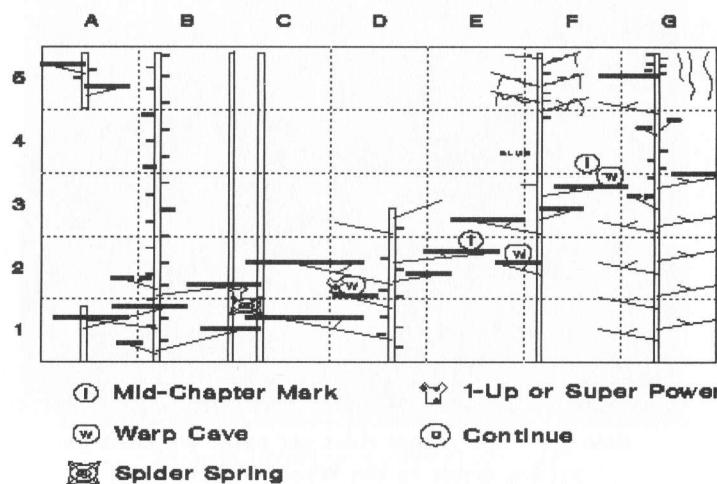
Fat leaves and skinny vines sometimes have steps.



How did these rocket rides get here? We must be getting closer to the Woolie Mother Ship!

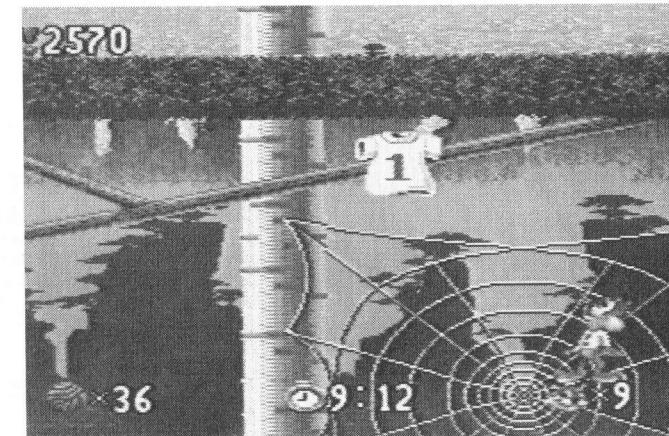


Birds nests are always good enough to hold up a cat.



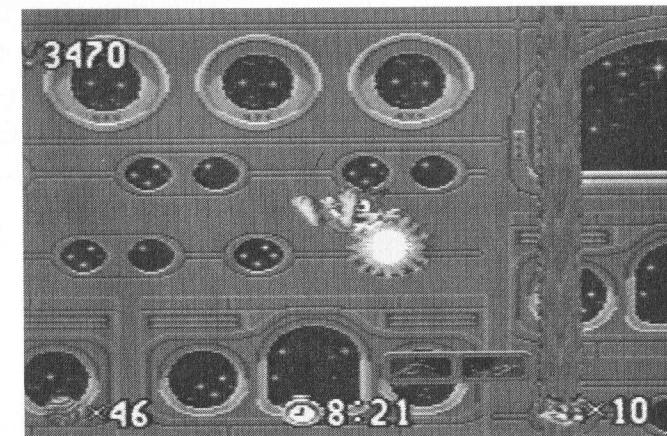
We start out at A-1. Stomp a few Woolies using your good old hop-and-glide move. Then, hop up onto the first tree. Jump over to the platform at B-2 and jump up to the right. Use a hop and glide to stomp out the two spiders. Now, move to the right side of the platform and take a running start back to

the left and hop onto the spider spring. Jump up to the left and you'll spring through the 1-Up above the spider spring.



Spring to the left for this 1-Up.

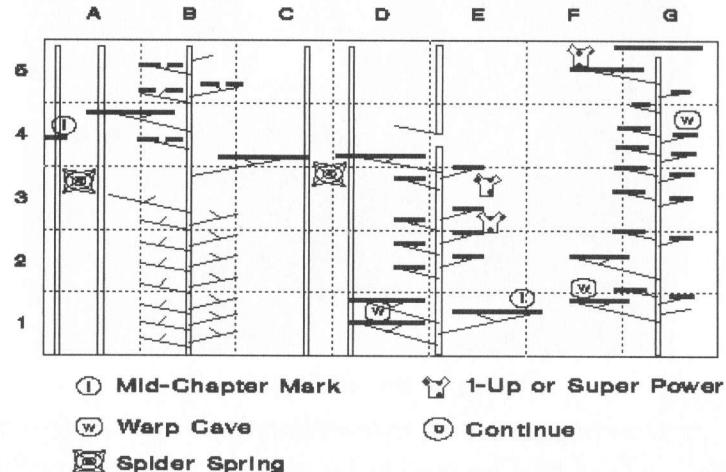
Now hop back over to the Warp Cave at D-2 and enter. Be ready to hop up quickly for another 1-Up. Reenter the Warp Cave again to zap over to E-2.



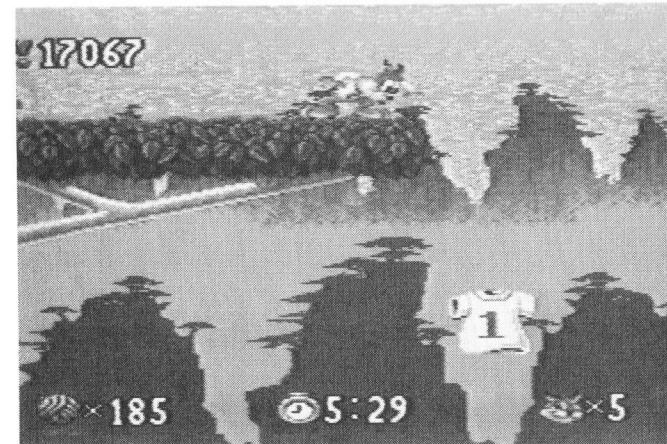
This 1-Up is inside the Warp Cave at D-2.

Hop up from the warp cave at E-2 and trip the Mid-Chapter Mark on the platform above. Continue up the tree to

the next Mid-Chapter Mark at F-4. Hop over to the last tree on the right and work up to the platform leading to the right between G-3 and G-4. Trip the Mid-Chapter Mark and you're onto map 13-2!

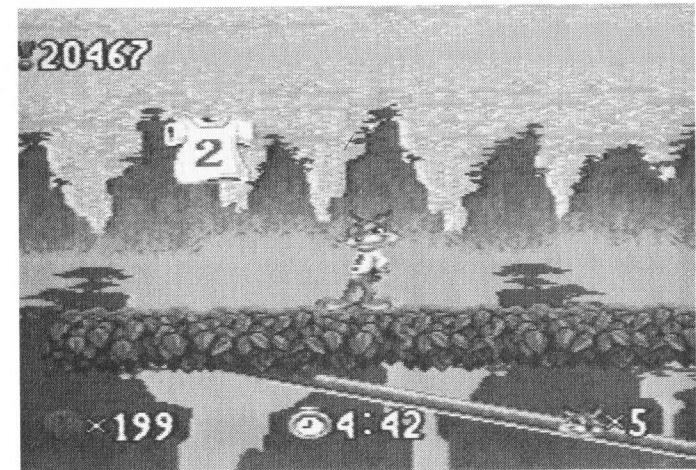


Jump off the platform! Trust me, it's OK! You'll land on the spider spring below and spring up to the next platform between A-4 and B-4. Watch out for those pesky bees. Glide into them if they get in your way. Work your way down to the platform across C-4. Jump over to D-4 and glide down the right platforms from E-4 to E-3, picking up two 1-Ups!

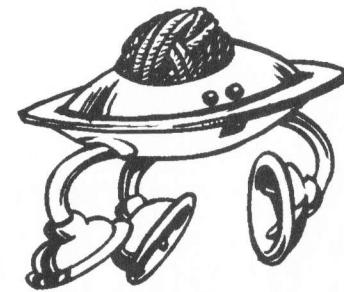


Glide off the outside platforms for these 1-Ups.

Continue down to the bottom platform at E-1 and trip the Mid-Chapter Mark. Hop over to the next platform on the right at F-1. Enter the Warp Cave and zip up to G-4. Continue to hop up the tree to the top and jump over to the platform at F-5. Pick up the 2-Up and hop back up to the right for the final chapter finish mark!



Don't forget this 2-Up before you leave!

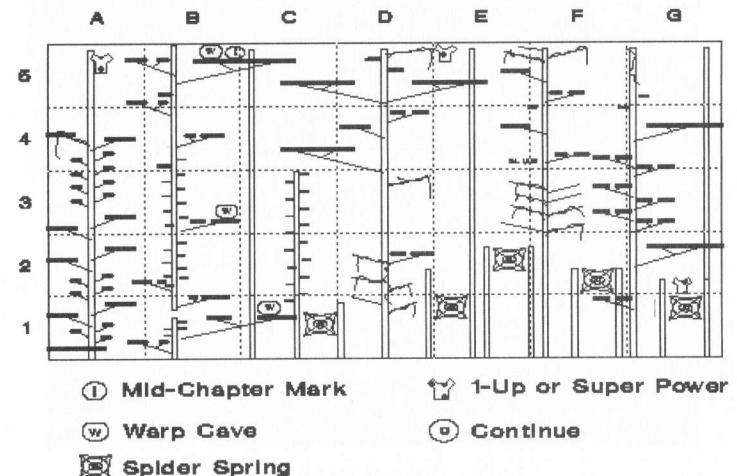


## **Chapter 14**

# No Time to Paws

# Chapter 14

## No Time to Paws

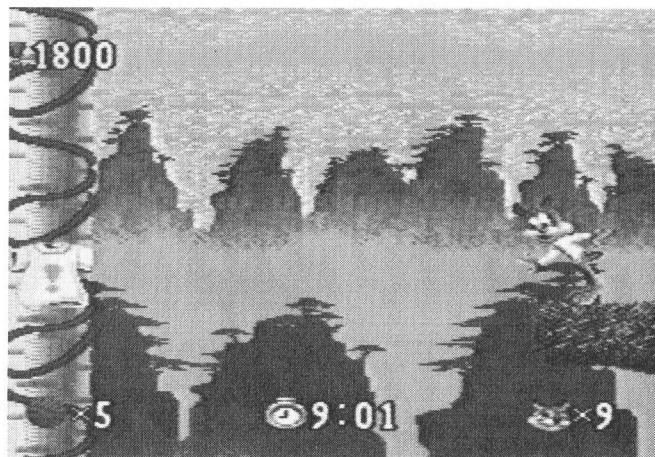


Map 14-1

Watch out! Don't fall! There is NO ground below! Of course, this is no problem for someone like me. My catskills are the best!

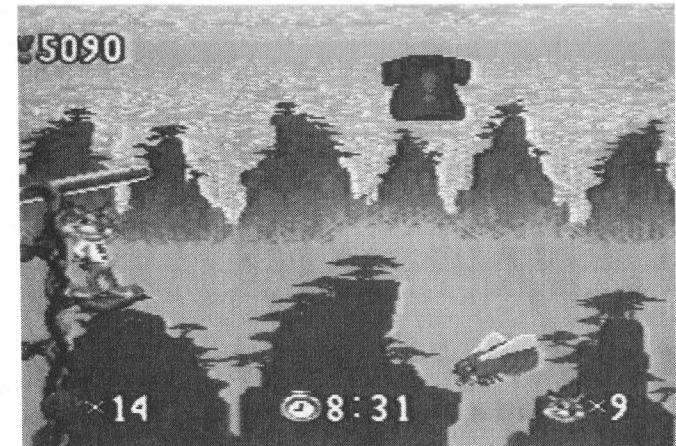
If you do find yourself falling, glide toward the yarn balls. There's always a platform below.

Start out at A-1. Hop up and glide over to the next tree at B-1. Stomp out the Woolie and hop up the leaf steps. Continue to hop to the right, making your way over to the Warp Cave at C-1. Enter the cave and warp up to B-3. Reenter the cave at B-3 and warp up to B-5. Trip the Mid-Chapter Mark and hop back to the left. Stomp out the Woolie and glide left to pick up the Invincibility shirt at A-5.



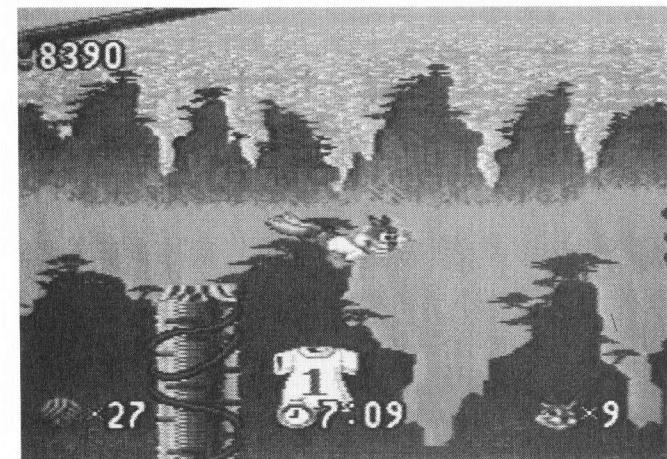
**Pick up this shirt to make easy work of the Woolies and insects.**

Stay on the top level and move across the treetops to the right. Go for the next black shirt at E-5 and continue to the right.

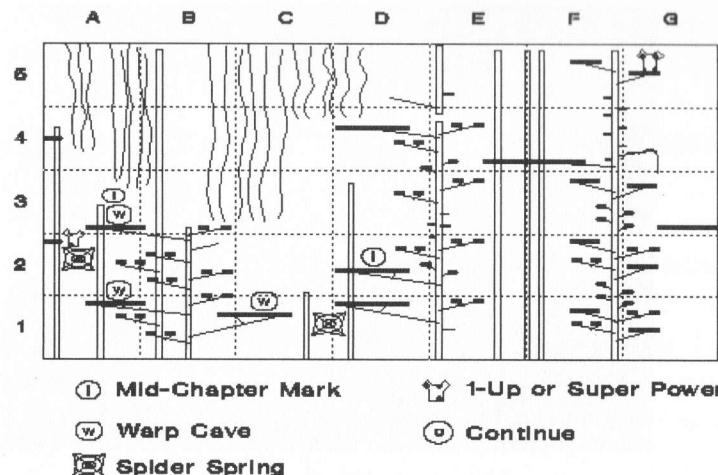


**This black shirt also works well!**

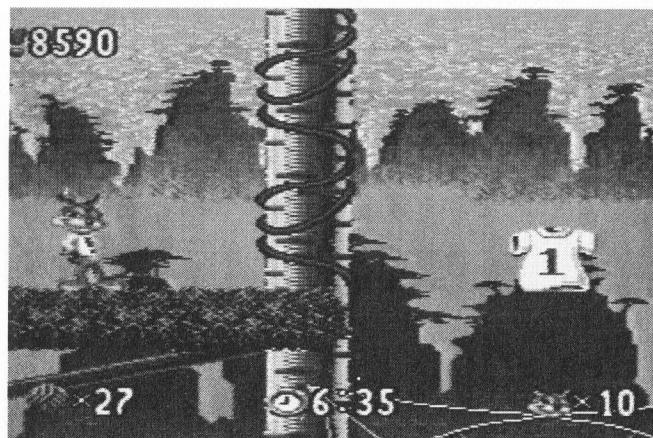
You can begin to descend now. Work down the trees, gliding or hopping down the steps and platforms to G-2. Directly underneath is your first chapter 1-Up. Glide down into it and then spring back up off the spider spring web. Land on the tree to the left and climb back up to the platform at G-2. Exit right and you're onto map 14-2.



**Glide down for this 1-Up.**

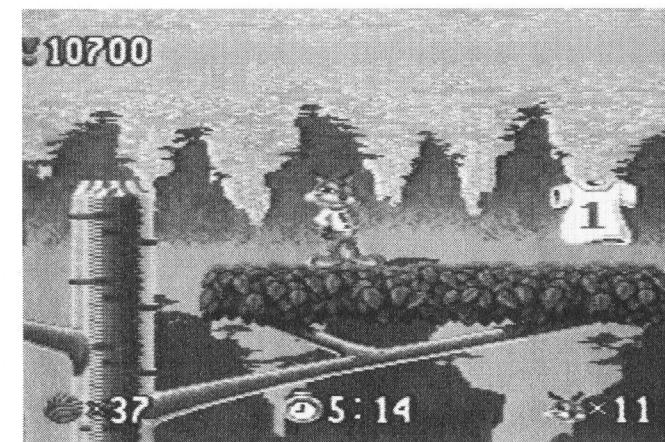
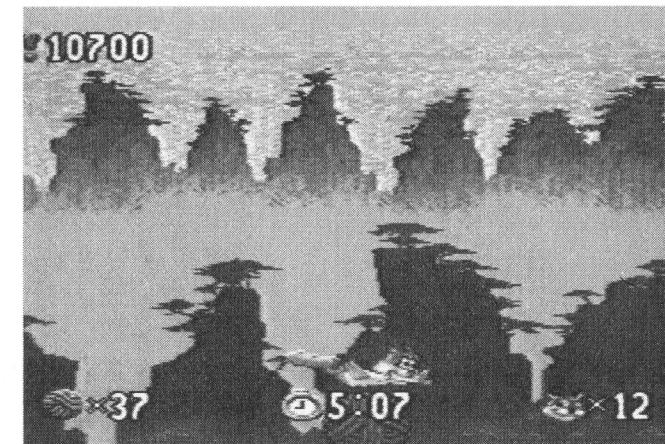
**Map 14-2**

Well, well—you walked right into the next 1-Up. Am I good or what! Now, hop off the platform, grab the 1-Up and spring back up onto next platform at A-3. Trip the Mid-Chapter Mark. But don't enter the Warp Cave! (It takes you waaaaay back!)

**You'll trip over this 1-Up.**

Hop and step down the tree from A-3 to A-1. Enter this Warp Cave and zip over to C-1. Use the spider spring at C-1

to hop up to the platform at D-2. Trip the Mid-Chapter Mark and continue to climb up until you reach the break in the tree at E-4. Jump off to the platform extending between E-4 and F-4. Go to the right and climb to the top of the tree at G-5. Pick up the 1-Up at G-5. Then, glide off to the right. Hold the controller to the right and you'll end up next to the finishing chapter mark.

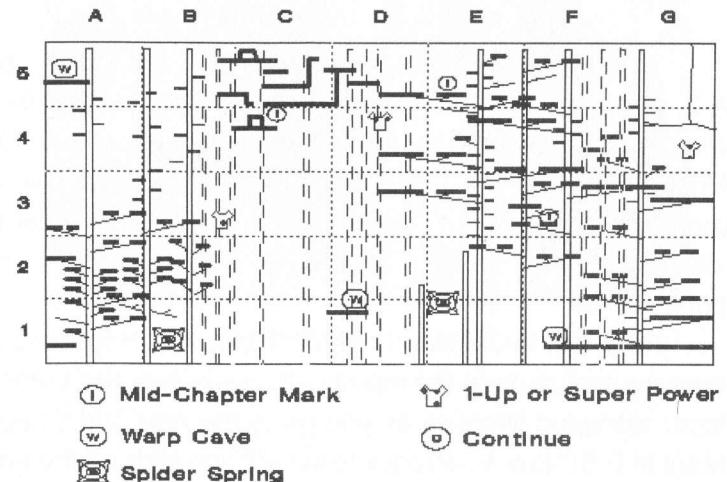
**Climb all the way up for the last 1-Up.****Glide right and you'll finish at the mark.**



**Chapter 15**  
**Lethal Woolies**

# Chapter 15

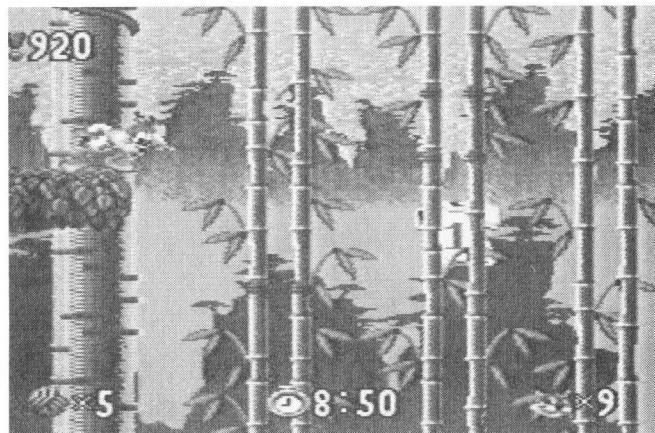
## Lethal Woolies



Map 15-1

There is NO ground below AGAIN! Here we go again! Remember, if you do find yourself falling, glide toward any yarn balls you spot. There's always a platform below.

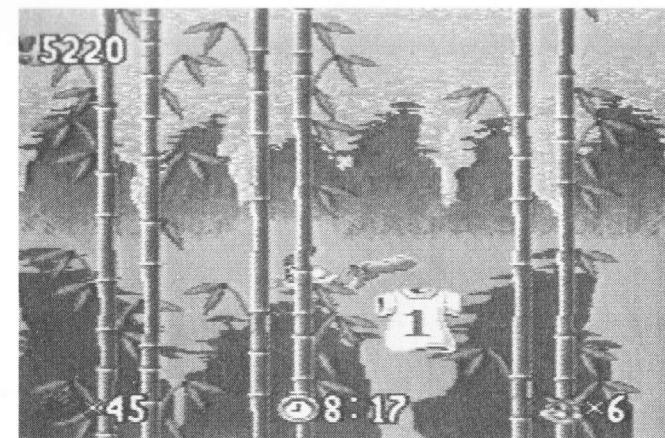
Starting at A-1, hop up the first tree to area A-3. Then, jump over to the B-3 and glide out for the 1-Up shirt, located just off the end of the tree running up the middle of column B. Glide back to the left and continue climbing up the leaf pads on the middle tree.



Glide back to the left after you pick up this 1-Up.

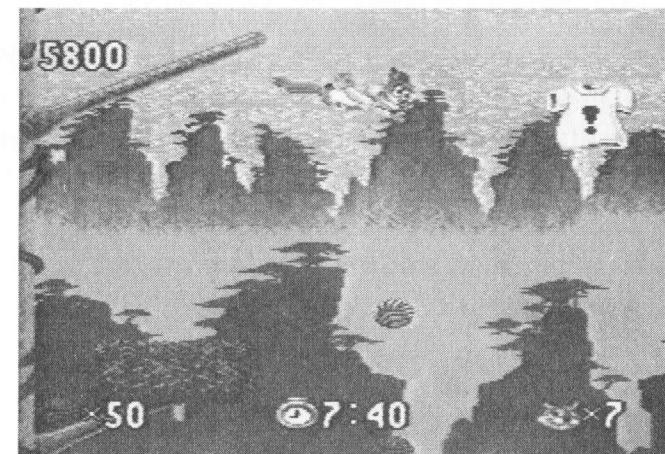
When you reach as high as you can climb at the top of A-3, cross over to the next tree on the right and continue climbing as far as you can. Hop off to the right and trip the Mid-Chapter Mark at C-4. Then cross back over across the leaf pads moving left to A-4. Climb to the top at A-5 and enter the Warp Cave. Zap down to D-2 and enter the cave for a bonus point round.

Reenter the Cave and zap back up to A-5. Hop and glide over the leaf pads to the top of C-5. Jump over the bamboo tops, stomping Woolies as you go to the next Mid-Chapter Mark at E-5. Now, head back to the left and glide off the edge of the platform to pick up the next 1-Up at D-4.

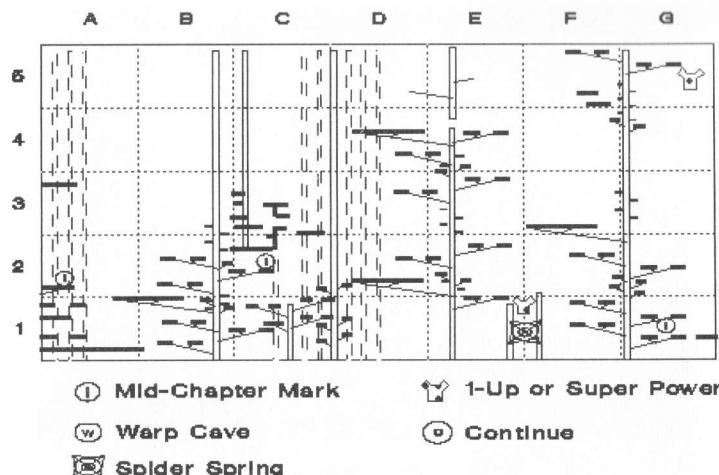


Glide again for an easy 1-Up.

Now hop across all the tree platforms and leaf pads to G-4. Grab the invincibility shirt and glide down to the platform below. Move to the right and you're into map 15-2.

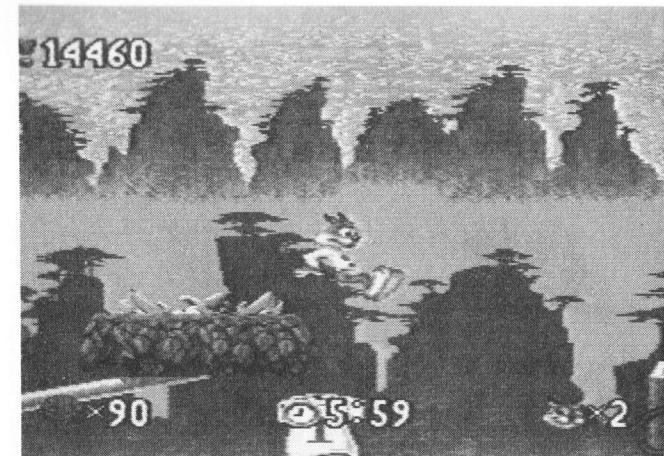


Invincibility feels good!



From the Mid-Chapter Mark at A-2, hop to the right and you'll land on the next tree pad leading to the right. Cross over and up to the next Mid-Chapter Mark at C-2.

From the chapter mark, hop and glide to the right. When the next tree comes into view, glide down next to it to find a landing pad. Then hop up and over to the next tree pad on the right at D-2. Continue to the right and you'll find another 1-Up at E-1.

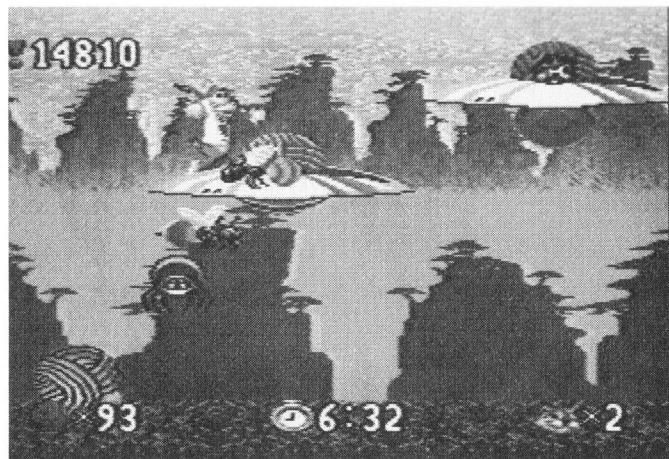


Glide off the pad and spring back up.

Continue climbing up the tree at column E to the top of E-2. Then, cross to the right and over the next tree pad at F-3.

Hop down the tree to the Mid-Chapter Mark at G-1. You've reached the end of the three-chapter series. It's time to battle the boss Woolies.

Use the same tactics as before. Two Woolie saucers will come down on both sides of the screen. Take a running hop and jump up onto the top. Keep the glide button down and don't EVER stay on the ground. Keep gliding and bouncing off the top of the saucers and you'll be a winner in no time.



Glide, glide, glide! Don't touch down!

You did it! You've reached the final chapter—16!



## Chapter 16

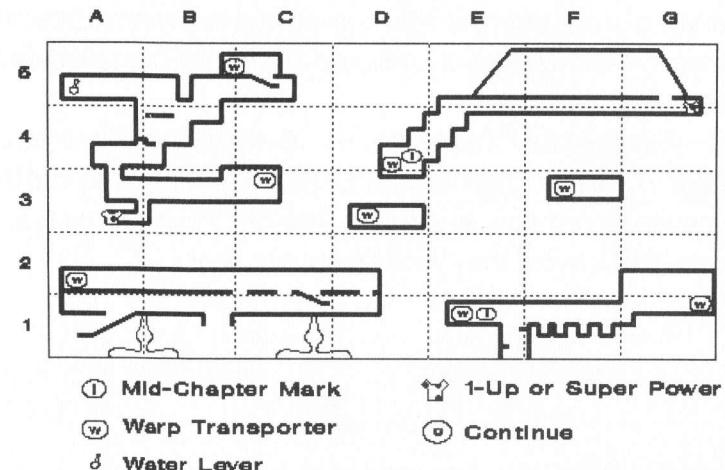
# A Farewell to Woolies

# Chapter 16

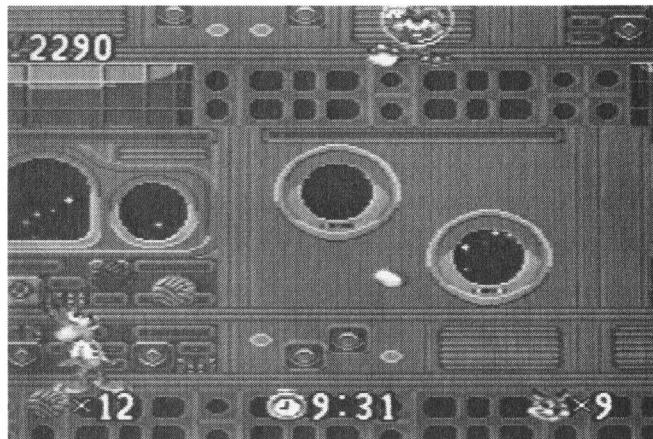
## A Farewell to Woolies

This is it, cats! The finale, the conclusion, the finish, the TERMINATION! Yeah that's it—that's the ticket—the TERMINATION of the biggest, fattest, two-headed Woolie Boss of all—Poly and Esther!

Okay, this is what all of us big stars get paid big bucks for—right? Follow me, I'll glide you through the space modules.



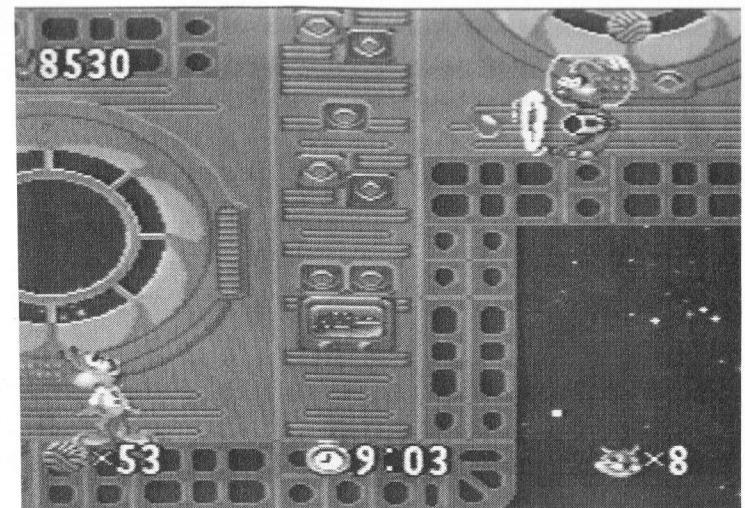
We'll start out at A-1 of course. Hop and glide up the ramp, stomping over the Woolies as you work to the right side of the first floor. Watch out from above—they're dropping eggs and cheese wheels!



**Wait for the eggs to clear before you move!**

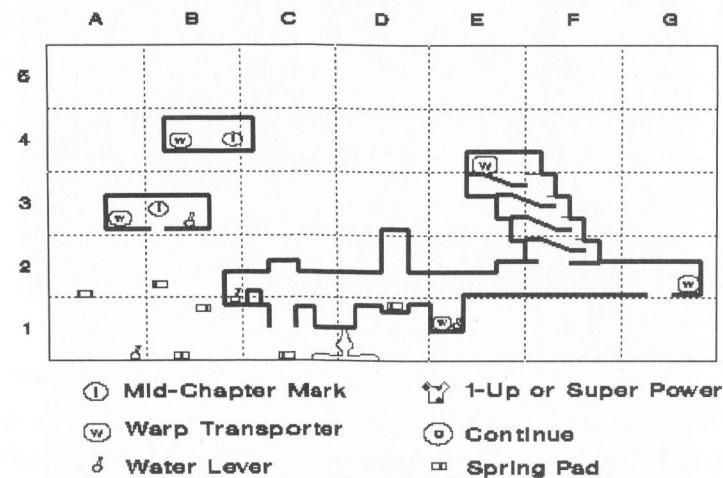
Continue to the ramp and hop up the second-floor level. Now, glide back to the left. Pace your hop and glides to get all the cheese-wheeling Woolies along the way. It may take a couple of tries to get the right hop-and-glide rhythm. Enter the Warp transporter at A-2 and jump over to the next module at E-1.

Trip the Mid-Chapter Mark at E-1 and hop over the red water to the next platform. Continue to hop and glide into the Woolies as you work your way to the right. Time your last jump up to JUST avoid the Woolie's bubble shot.



**Time your jump to JUST avoid the bubble shot.**

Continue to the right, gliding into the last two saucers of this module. Enter the Warp Transporter and jump onto the next module and the next map!



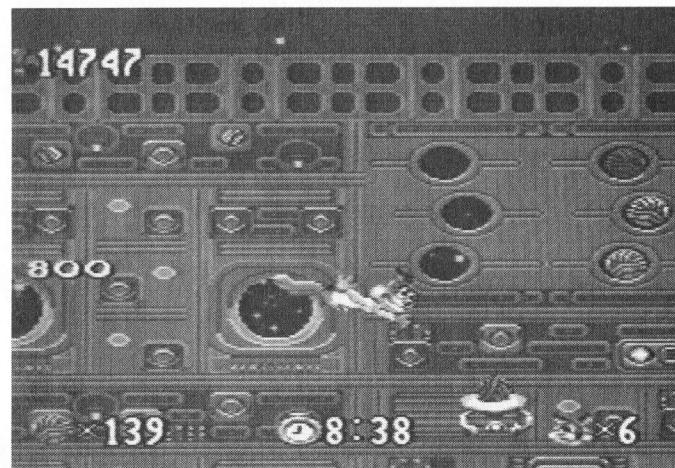
**Map 16-2**

Well here we are at A-3. Jump up to trip the Mid-Chapter Mark and glide over to the right to trip the water lever. This

lever will drain the red water back at the last module! Reenter the transporter and you'll zap into an extra bonus round!

Now it's time to glide back down to ground zero. Glide down through the module opening to A-1. Watch out for more of those pesky flying saucers as you land. Now trip the water lever at A-1 and hop to the right. Jump on the spring pad at C-1 and give it a little extra kick with the A button. Glide onto the left ledge at the top of C-1 and continue to hop over and trip the next water lever in the left corner of the module.

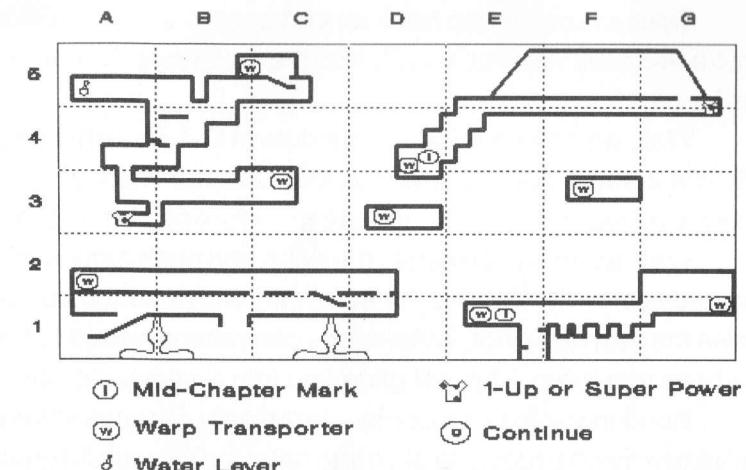
Now, glide back to the right and over to the next water lever at E-1. Hey!—no one said this was going to be easy! Just keep gliding and stomp away those other flying saucers along the way!



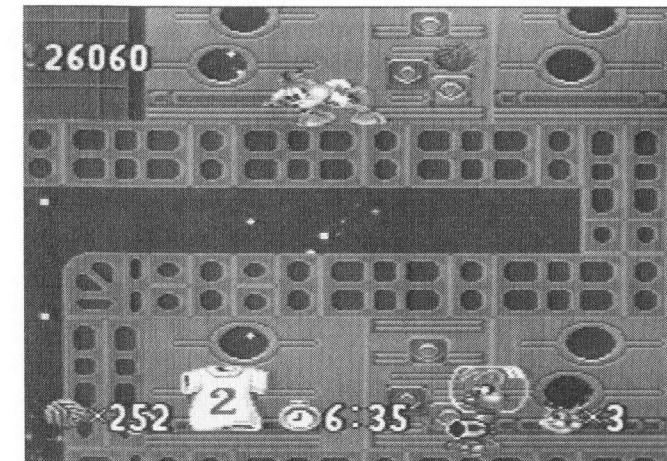
**Glide to stay ALIVE!**

Warp from E-1 to G-2! Now have a little patience here—those lightning-bolt throwers will take some practice to get past! Next, hop up the ramps to the next Warp Transporter at E-4. Remember to LOOK UP before you leap in this module.

From E-4, you'll warp back to B-4. Trip the Mid-Chapter Mark in the small module at B-4 and warp again and again and again. This will take you back to Map 16-1, zone B-5.



From here (Map 16-1, zone B-5), glide down the ramp and over to the left. Hop on the rotating platform and ride up the corner of the module at A-5. Trip the water lever and move back down the module to A-3. There is a 2-Up below, but be careful! Look down and carefully time your jump to avoid the Woolie shots below!



**Finally! I thought we would never get another 2-Up!**

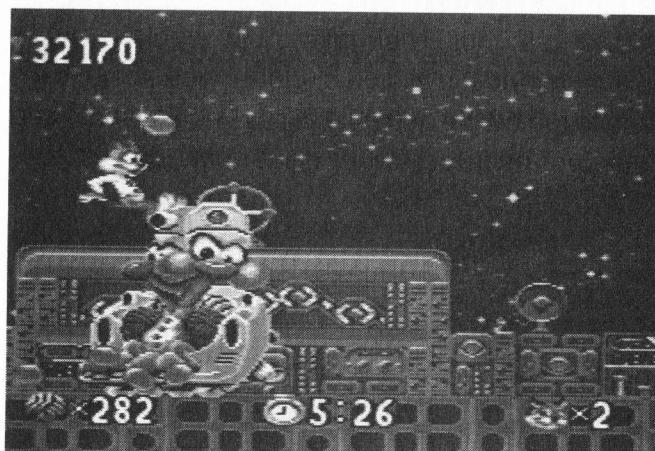
Take a running hop back up and over to the right. Glide into a few easy Woolies and it's into the next Warp Transporter for us.

Well, we're here—the last module at D-4. Watch for the Woolie's shots and trip the last Mid-Chapter Mark at D-4. Here's a little trick for getting past the Woolies at the steps:

Walk as far as you can to the right, and push against the wall just below the Woolie. Time a small jump (X button) to just miss the Woolie's shot, keeping the controller pressed to the right as you jump. This will glide you into an easy stomp!

Continue across the corridor to the right: Be alert—there are a few flying saucers to glide into before you reach the end. Pick up the last 1-Up at G-5. Hop up to the left and you'll be in the final battle area. Move to the center of the room and the LAST WOOLIE will appear.

Of course we can defeat him! Here's the secret—catch him on the far left side and you'll continue to glide and bounce back and forth between the scene wall and the Woolie. Keep the X button pushed down and steer into the ugly beast. That does it—until the next great Bubsy adventure!



Keep gliding and bouncing between the Woolie and the wall.